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STARDATE DECEMBER 1985
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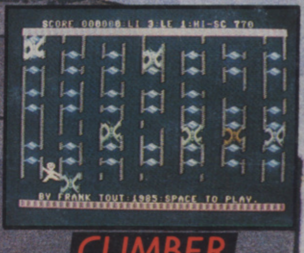

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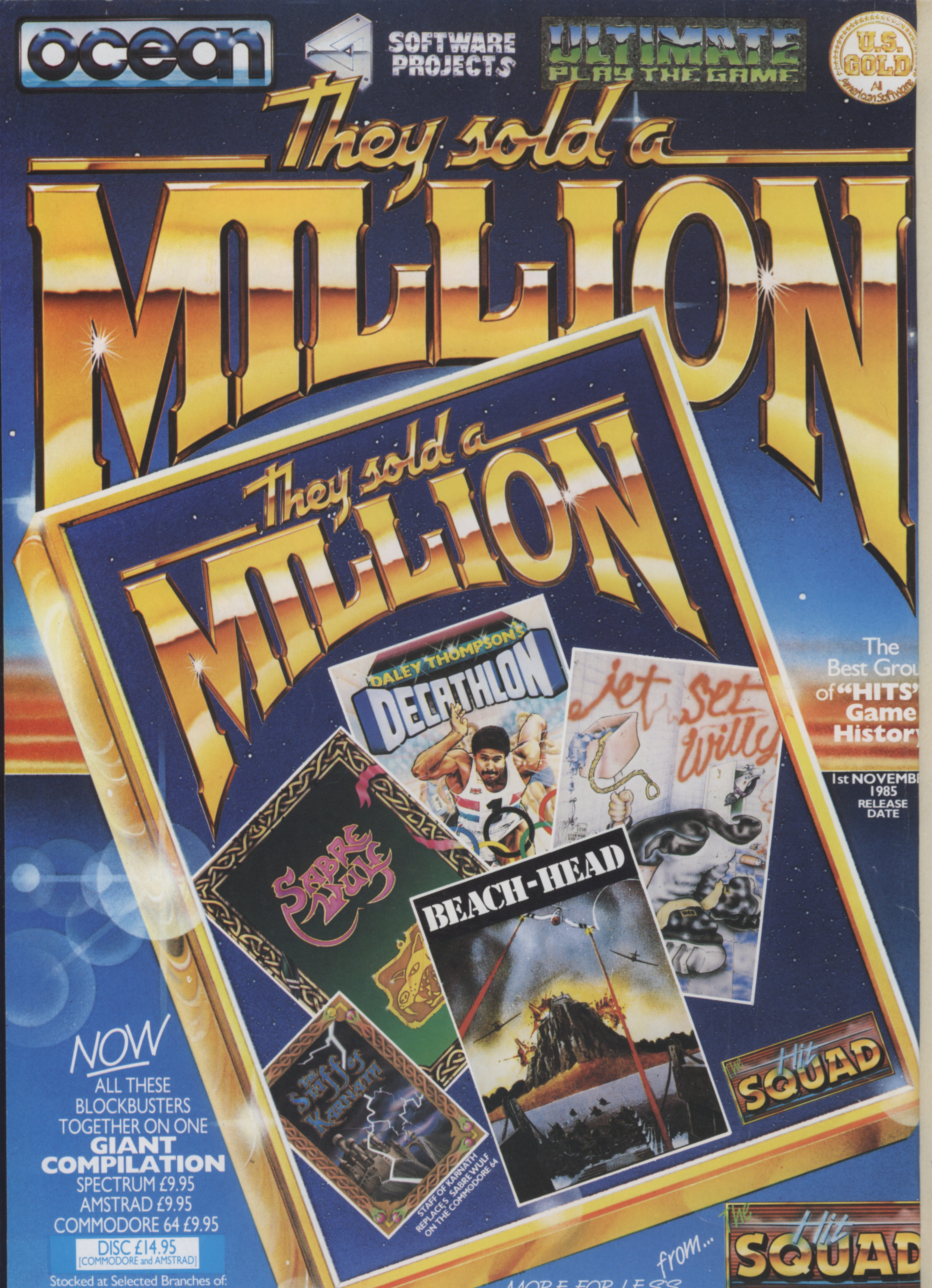
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Computer GAMER

Transmission 9
Stardate December 1985

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Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

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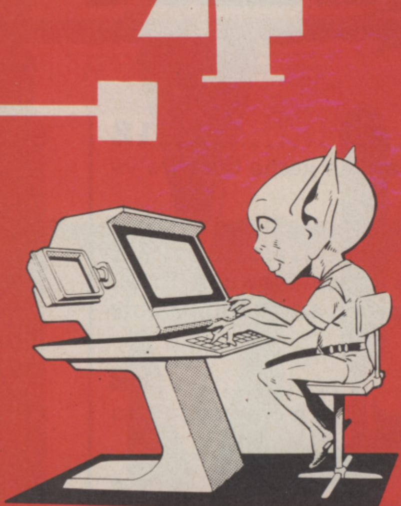


Eecaan's Transmission

Greetings Earthlings.

Welcome to another packed transmission of Computer Gamer featuring, of course, our fantastic free flexidisc.

On it you'll find some great games from some of your planets top programmers. All you have to do is record the flexidisc onto a blank cassette, following our guide, and you'll soon be getting those high scores that could win you a monitor for your micro!

That's not all as we also give you another chance to win an Amiga supercomputer plus one of 25 US Gold games packs containing Winter Games, Summer Games II and the original Summer Games.

Three megagames released just in time for Christmas are the subject of our unique in depth reviews. This month we take a close look at Swords and Sorcery, a game planned for release nearly two years ago, Enigma Force, the sequel to Beyonds superb Shadowfire and Tau Ceti which is an incredible game for the Spectrum.

Plus there's another "Heroic Warrior", paper and pencil adventure in the Trolls Tavern and chance for you to vote in our first Game of the Year awards.

I hope you all have a Merry Christmas and hope that you join us before the new year for the next transmission of Gamer which features another fantastic free gift.

Transmission ends.

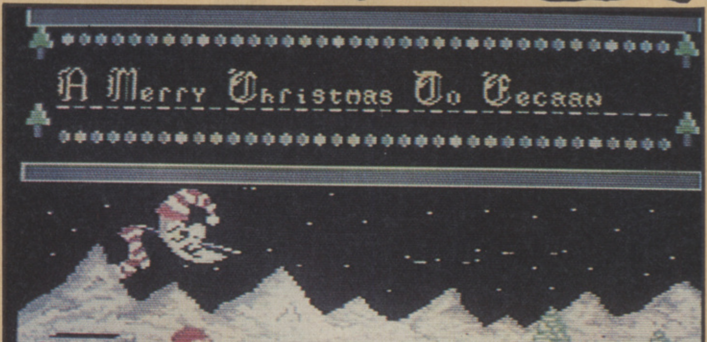
Computer Christmas Card

The worlds first computerised Christmas card has been launched by Virgin.

Once loaded the owner can type in his or her own name and be wished a merry Christmas as the program cycles through a seasonal animated sequence.

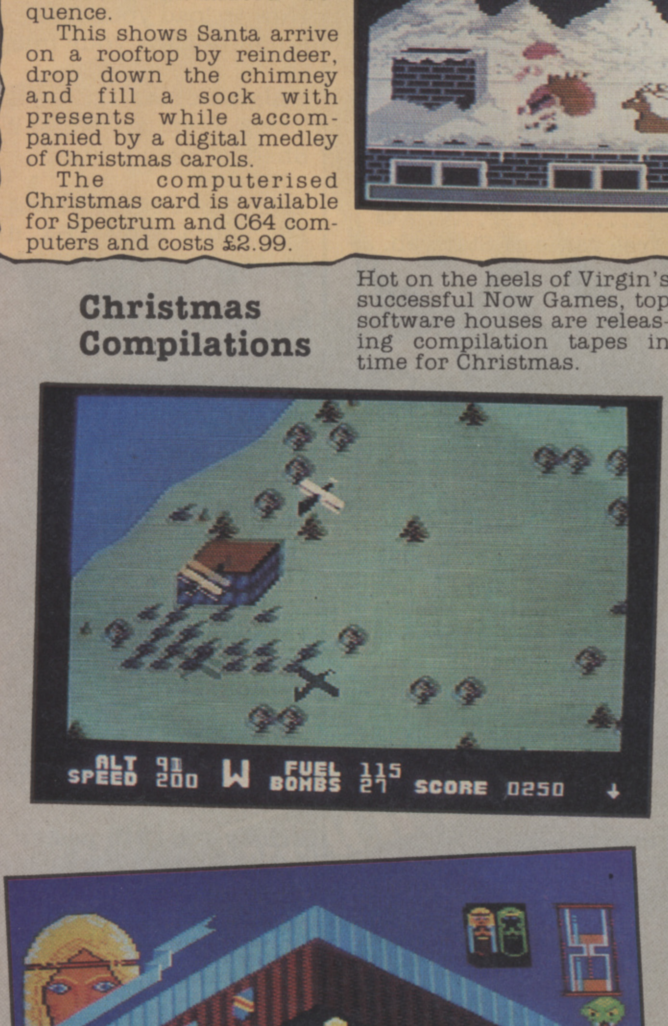
This shows Santa arrive on a rooftop by reindeer, drop down the chimney and fill a sock with presents while accompanied by a digital medley of Christmas carols.

The computerised Christmas card is available for Spectrum and C64 computers and costs £2.99.



Christmas Compilations

Hot on the heels of Virgin's successful Now Games, top software houses are releasing compilation tapes in time for Christmas.



Blue Max and Doppleganger compiled for Christmas.

They sold a Million is a joint project by Ocean, Software Projects, Ultimate and US Gold containing a number one hit from each company that together sold over a million copies.

Marketed under the label "Hitsville" it will be available for Spectrum, Amstrad and C64 computers and will cost £9.95.

The Spectrum and Amstrad versions will contain Daley Thompson's Decathlon, Jet Set Willy, Atic Atac and Beach Head with Atic Atac being replaced by Staff of Karnath on the C64 version.

US Gold have launched two collections of arcade games called **The arcade hall of fame.**

Blue Max features in both tapes and is joined by Raid, Flak, Hunchback II and Rocco in the Spectrum collection and by Spy Hunter, Tapper, Up 'n' Down and Aztec Challenge on the Commodore 64.

Doppeganger which was reviewed last month is joined by Super Sam and Defend or Die in Alligata's **Triple Pack** which is available in Amstrad disc and cassette formats for £12.95.

Alligata have also released "4 in 1" **Action Packs** exclusively for Smiths. Each tape contains four games and are available for C64 and Electron computers and cost £4.99.

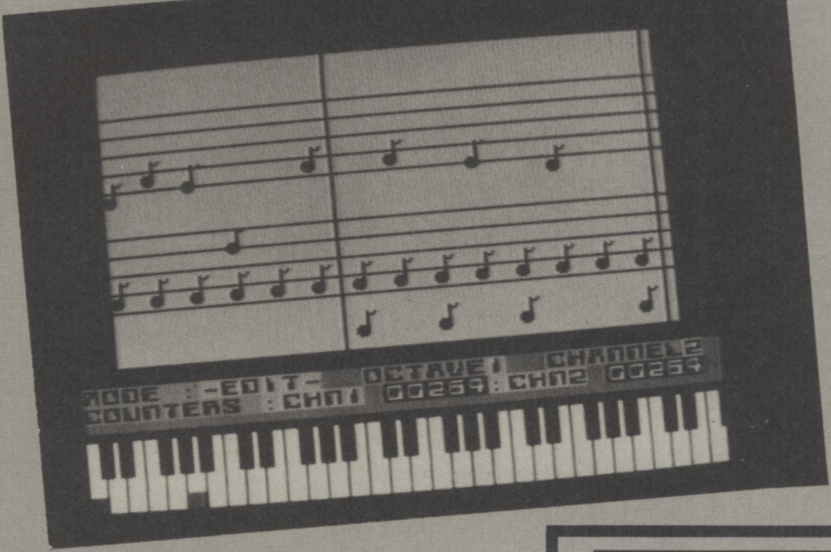
The Electron pack contains Night World, Guardian, Blagger and Shuffle with Guardian being joined by Roget Roger, Water Ski 3D and Hypercircuit in the C64 pack.

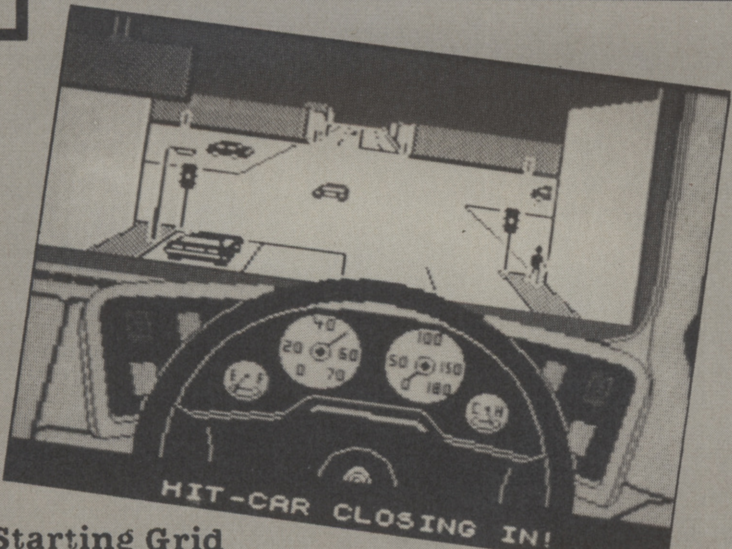
NEWS NEWS

Wham — The Jukebox

Melbourne House are about to release a music program that is to be endorsed by Wham!

The program is a two channel emulator that allows the user to simply create music on the Spectrum! Using simple commands the Jukebox will create reconisable melodies complete with a repetitive bass line. You can then save your tune to tape or microdrive or compile it for use in your own programs. According to Melbourne House the finished program will contain a routine to print out your composition as well as the Spectrum's version of five Wham hits.





On the Starting Grid

Three new car games are lining up for the race for Christmas.

The three games are totally different and offer the computer racer a choice of grand prix racing, car chases through a major city and even a fantasy based game.

Durell's Turbo Esprit features a race against time around busy city streets complete with traffic and pedestrians.

The plot revolves around your attempts to foil a major drug ring who are attempting to smuggle a major consignment of drugs via a number of cars. Each car picks up part of the consignment from various houses in the city and delivers them to a van that is cruising through the streets.

Your job as a special agent has to pick each car off as before it makes its delivery. But beware as they are guarded by hit cars.

Leisure Genius who are better known for their computer versions of Monopoly and Cluedo are about to launch the official computerised Scalectrix.

The action takes place on a split screen display as one or two players race around either grand prix circuits or custom built tracks.

Elektraglide from English software is a racing/driving game with a difference.

Available for the Atari and C64 computers it features forked junctions, tunnels and what English describe as "high speed 3D hazards from out of the skies."

The Automated Show

Sharp readers (or those who read the mag from back to front!) will have noticed that The Coin-Op Connection is missing from this month's issue. There is a good reason for this.

The Associated Leisure show at the end of October is the premier British event for dealers of arcade machine and all form of coin operated machinery, and as a result no new machines have come into circulation for the past month or so. Rather than filling up the space with old stuff we have held Coin-Op Connection over until next month where we shall bring a full report on the next few months of games, including the new releases from Atari, Konami, Capcom, Namco and all the other big names.

So watch out next month for the next year's releases of true arcade games.

Quick Byte Releases

Argus Press Software's most recently acquired marque — Bug Byte. The latest releases fit into the higher priced budget area of the market at £2.95, and are currently for the VIC, C16, and Spectrum, though all the more popular machines will have titles available for them in the near future.

The games are Zoot, Bomber Bob, Dogsbody, and Ludoids for the Spectrum, Q Warrior for the Vic 20, and Diadon for the C16.

Ludoids is a four part adventure totalling 160K of adventures — not bad for three quid.

Bug Byte hope to expand with titles coming from Italy and America under the humorous titles of Spielbug, as in Steven for the American stuff, and Sbugetti for the Italian product. Titles are yet to be announced.

Argus Software's best known imprint, Quicksilva, also has some new titles in the offing.

Bedrock Beginnings is the provisional title for the first of a series of games based on the favourite cartoon characters The Flintstones.

You have to help Fred Flintstone build his house and then find a wife.

Death Wake is a classic game in the 'blast anything that dares to rear its ugly head' tradition.

You have to destroy the enemy's research plant where it is working on an atomic bomb that will devastate your homeland. You must get your last battleship in close and shell the plant from underneath its cliff overhand shield.

Both games should be released simultaneously for three machines — Commodore, Spectrum and Amstrad. And at Quicksilva's usual price of £7.99.

Firebird's Hot-shots

Firebird have launched a new Hot range of games for Spectrum, C64 and Amstrad computers.

The Hot games will cost £7.95 and feature titles such as Runestone, Rasputin and Gerry the Germ goes Body Popping.

Runestone is a curious mix of adventure and landscaping and was originally marketed by Games Workshop.

Rasputin is a 35 room 3D arcade adventure in which you must travel to the centre of the maze of rooms to find the mad monk.

Finally the curiously named Gerry the Germ goes Bodypopping naturally features the exploits of a germ called Gerry.

He practises his popping in some very odd parts of the body including a Lungaroo and a Pankreas.

Firebird are also launching the C64 conversions of the Ultimate games Nightshade, Sabre Wulf and Underwulde as well as the Island Logic Music System.

This was well received in its BBC format and so Firebird are expecting great things of it when it is launched in C64 cassette and disk versions for £14.95 and £17.95 respectively.

They are also planning a super advanced version of the system which would add a customised keyboard, midi interface and printout facility to the standard music editor which will cost £39.95.

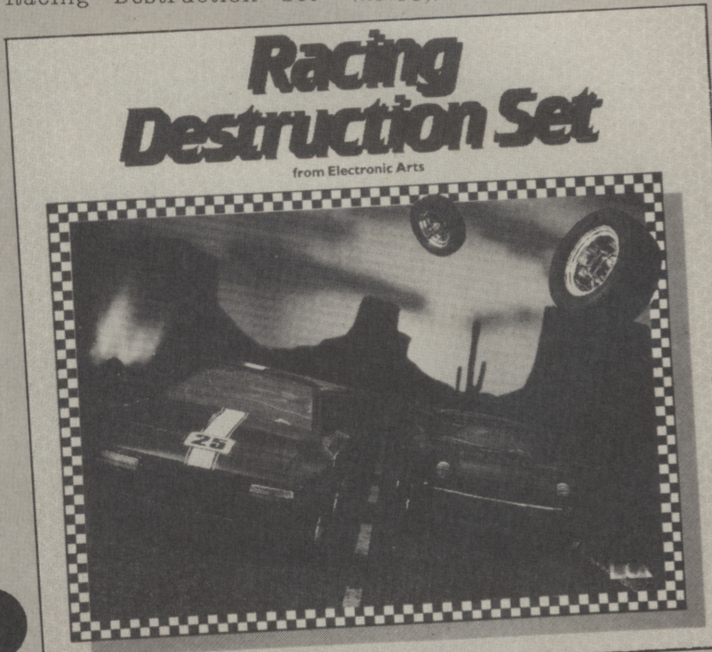
Ariolasoft's Cassettes

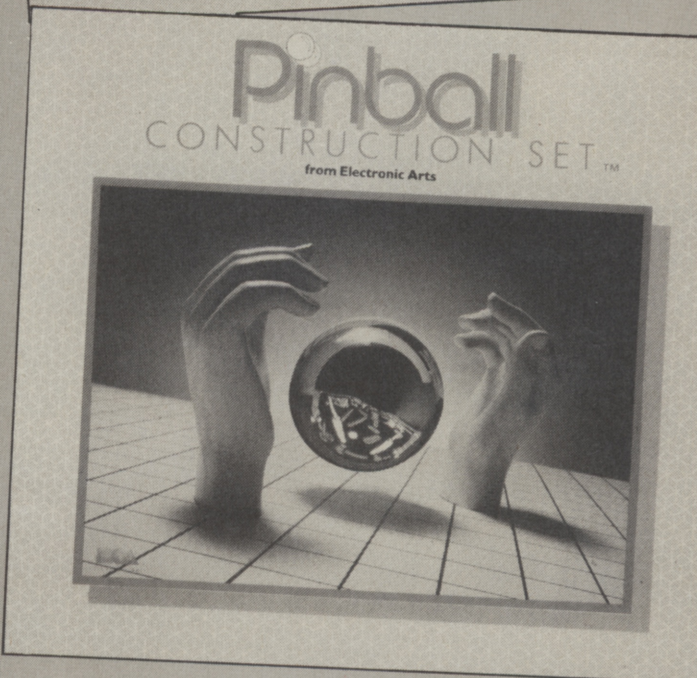
Ariolasoft have announced release dates for the cassette conversions of their successful disk games.

Imported favourites from American software house Electronic Arts will soon be available on cassette for around £12.

Some classics such as Racing Destruction Set which we featured on our September cover and Mail Order Monsters cost a little more (both £12.95) as they are supplied in twin cassette packs.

Cassette owners will also be able to build their own tables in Pinball construction set (£11.95), explore the confusing worlds of Scarabaeus (£9.95) and Jeff Minter's Batalyx (£9.95) as well as play the excellent platform game Wizard (£9.95).





Trashman
Trashman

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Trashman is already a smash hit on the 48K Spectrum, with thousands of litter fans all over the country.

But now lucky Amstrad users can follow Trashman's antics as the game is now available on all Amstrads.

In Trashman, our throwaway hero has a limited time to collect as much rubbish as possible from many different locations.

An easy task you'd think, but not if it is hampered by speeding cars, pavement cyclists and vicious dogs!

And as you'll discover in this hilarious game, it's very tempting to over eat in the transport cafe, or stay for just a few more pints in the boozer – often with disastrous results!

High quality graphics and sound add to the fun. Trashman is also joystick compatible and features 1 or 2 player options plus a Hall of Fame.

Travel with...

Fondly known to devotees as Trashman II, the capers continue!

Now Trashman is faced with having to clear up every major litter spot around the globe, from scooping up flowers thrown into the bullring in Spain to collecting empties at the German beer festival (as you know, Trashman is fond of a drink or two!)

Of course, your skill is crucial in helping Trashman complete the necessary litter collection at every loction so he can earn enough money to fly off to the next continent.

Stunning graphics and sound with different locations and map plus joystick compatibility make Travel with Trashman irresistable!

Trashman and Travel with Trashman have given all rubbish addicts heaps of thrills, and now that they're available for the Amstrad, it's an offer you'll find hard to refuse!

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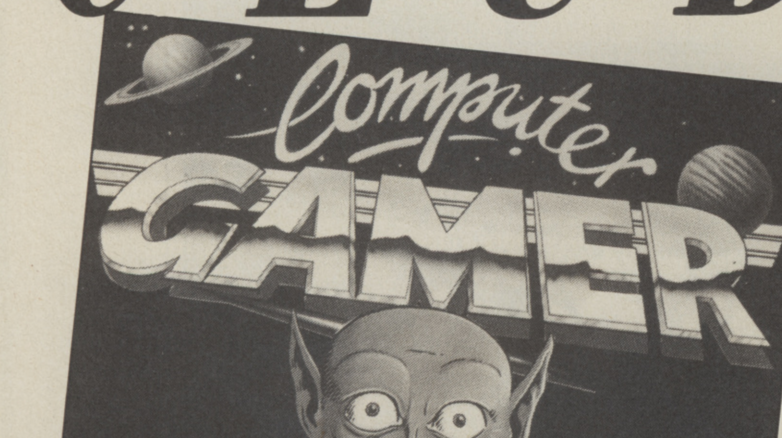

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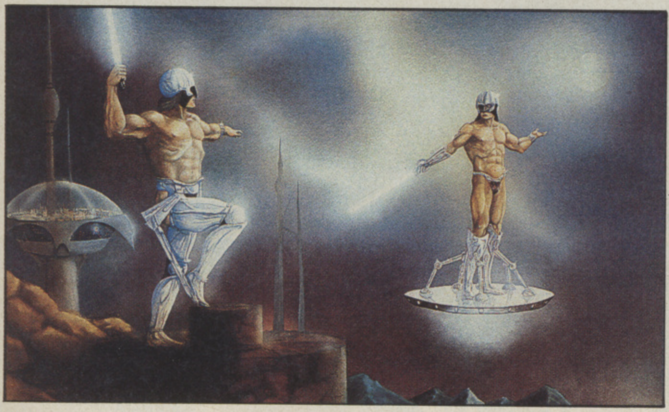

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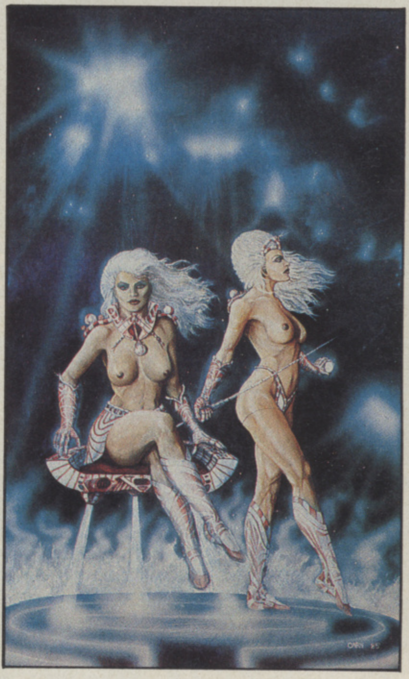

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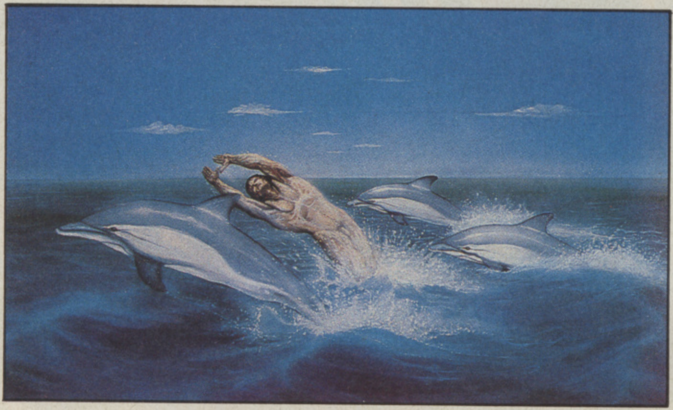

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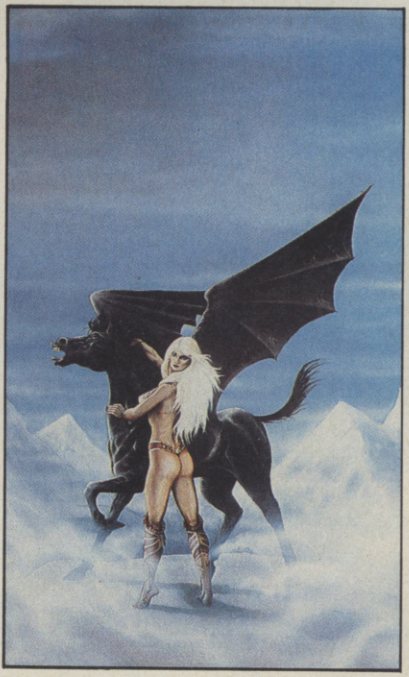

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- 8 different events
- Compete against opponent or computer
- Individual or Team Play

Atari & Commodore 64

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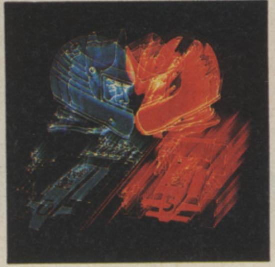
- Opening, Awards & Closing Ceremonies
- 8 different events
- Compete against Computer or Opponent(s)

Commodore 64

IMPOSSIBLE MISSION
- 32 different rooms
- 90 different robots
- Superb Animation
- British Micro Awards "Game of the Year 1985"

Commodore 64, Spectrum & Amstrad



PITSTOP II
- Head to Head Motor Racing
- Superb Animation
- 6 Different Circuits
- On-screen map
- Full Pit Facilities

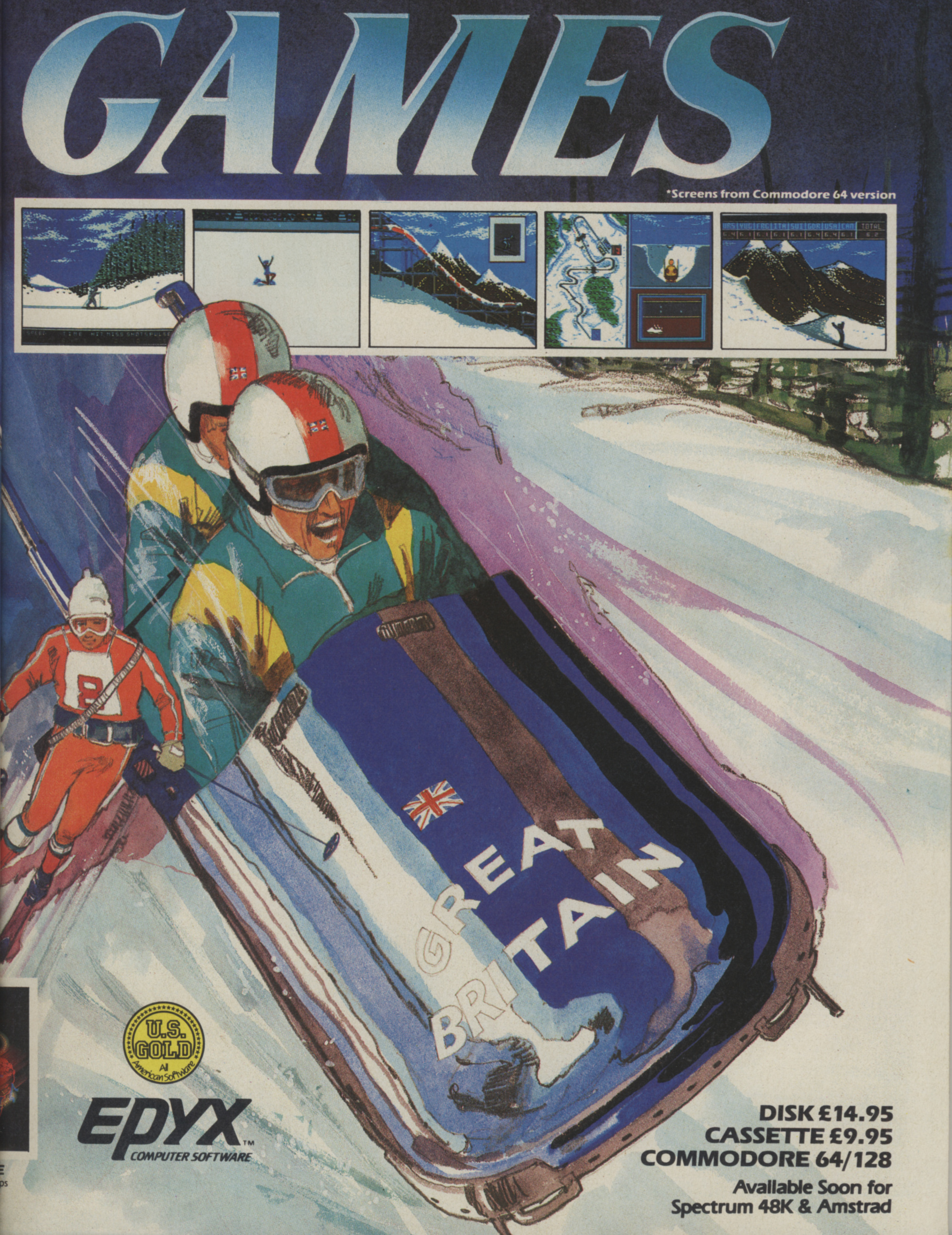
Commodore 64

BREAKD
- Over 100 di
- Breakin
- Realistic A

Commod

asn for looking forward to Winter!

R GAMES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SWORDS & SORCERY

Swords and Sorcery is a roleplaying, adventure game packed with magic, monsters and treasure. Gordon Hamlett falls under its spell.

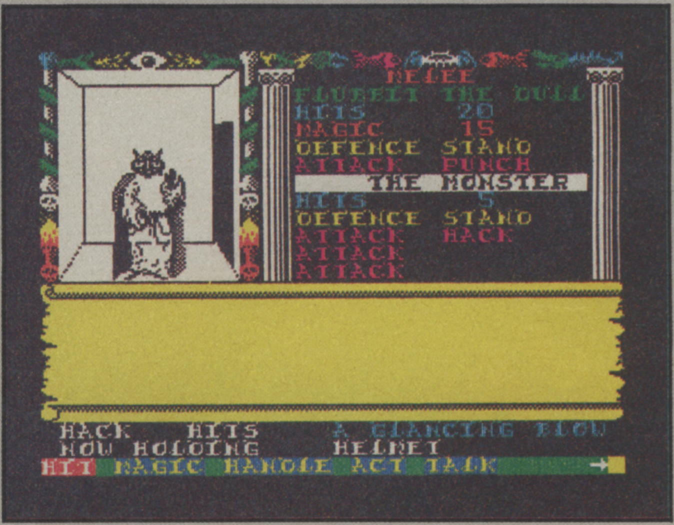
"Hail dragon bottom biter!" "Greeting oh slime eating nostril sack!" "Prepare to die, loathsome worm pit, seeker of the Key." "Please don't blast a not at all nasty keeper of a pig sty, oh wearer of the purple robe." No, I have not gone completely crazy. The above is a typical conversation in the long awaited Swords and Sorcery game from PSS.

Adverts for this game first appeared over a year ago promising something totally new in the field of graphic adventures. The past twelve months have been spent in adding extra bits, refining the data compression techniques and generally improving things all round with the end result being a menu-driven, 3D graphic, real time combat adventure featuring artificial intelligence with the promise of networking and further modules to come! In fact, there is so much to describe in this game, it is difficult to know where to begin.

Starting as a novice adventurer, your original idea is to find the various bits of the Armous of Zob which was unmade by its creator aeons ago. The chances are, though, that you will be sidetracked en route and pursue one of the many other quests within the game. How your character develops during the course of the game depends entirely on you. If you fancy the thud and blunder approach, then there are plenty of opportunities for you to develop your fighting skills. If reciting cabalistical rhymes is more your cup of tea, then magic abounds too, or perhaps you enjoy picking a pocket or two. Be warned about specialising though. If you hack and slash your way through the dungeon, you might find that you have forgotten how to cast that vital spell at the appropriate time and vice versa.

The screen is divided into five main areas. Top left is the 3D view of what you can see be it corridors, doors or monsters. Top right is a map of your surroundings but this changes to a status display on request or during combat. Below these two windows, is the text display which gives details of where you are and any spoken insults etc. Next one down is the message display which tell you what you are holding, what is happening during combat and what the effect of a spell is, both on you and on your opponent. The bottom line is the menu line which is used for entering your commands.

Considering the complexity of things, control of your character is reall very simple. Keys 1, 2 and 3 turn him left, move him forward, turn him right, whilst keys 8, 9 and 0 move the menu left, select an action from the menu and move the menu right. Occasionally, you will have to enter passwords from the keyboard. A joystick can be used but is not recommended.



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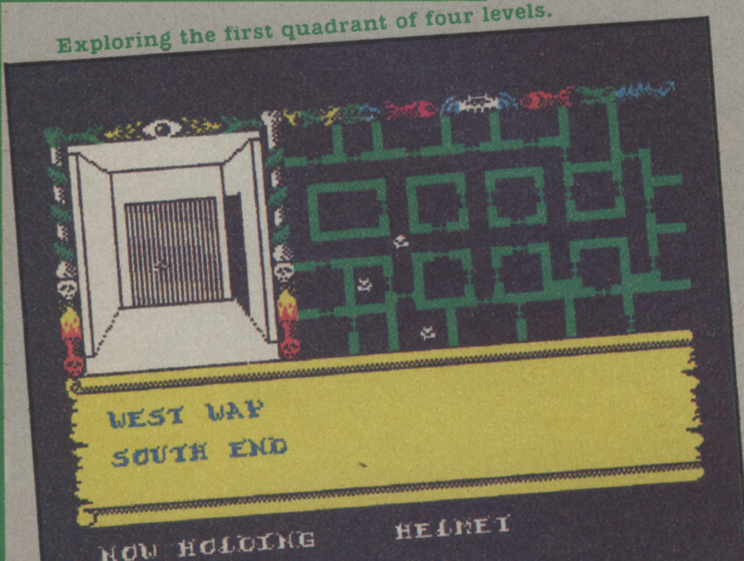
MELEE
FLUBBIT THE DULL
HITS      20
MAGIC     15
DEFENCE  STAND
ATTACK   PUNCH
    THE MONSTER
HITS       5
DEFENCE  STAND
ATTACK   HACK
ATTACK
ATTACK

HACK   HITS        A GLANCING BLOW
NOW HOLDING        HELMET
HIT MAGIC HANDLE ACT TALK        →
```

Picking a fight with a monster.



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WEST WAY
SOUTH END

NOW HOLDING      HELMET
```

Exploring the first quadrant of four levels.

Using the Menu

The menu line displays a list of the actions available to you. You can move left and right through the menu, your current choice being highlighted in a different colour.

The main menu consists of six different actions:

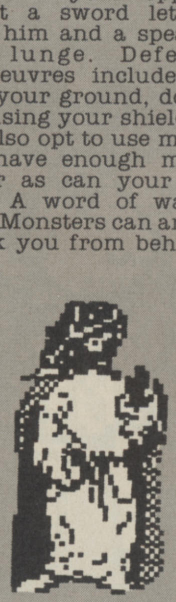
HIT	This is for use in combat situations. See the appropriate section later in the review.
MAGIC	Gives you a list of spells available to you. Selecting one of the spells will cause it to be cast providing you have enough magical power left to cast it. Initially, you only know a fireball spell.
HANDLE	This includes pick up, drop, wear, take out and hold. Choosing one of these options gives you a list of objects that can be handled. For example, if you open a chest and select "take out" you may get a list of bottle, sandwich and gold which were in the chest to begin with.
ACT	This menu allows you to do the following: disarm a trap, pick lock, open, close, smash, eat, drink, taste, jump as well as get a status report and save your current position.
TALK	Not every creature that you meet is automatically hostile and you have the opportunity to try and talk to them in one of the following manners: greet (which can be friendly, neutral or hostile), warcry, bribe, grovel, insult, threat, boast and command which lets you try the effect of words such as surrender, go away, stand and deliver, evaluate this item or give me information. NB Do not try talking to monsters during combat! They won't listen but will continue to hit you! For each bit of conversation, an appropriate phrase is generated the likes of which can be seen in the opening paragraph of this review. The vocabulary is large and some of the insults are choice.
USE	This attempts to use a magical item. It does not work very often. Or at least, not for me it doesn't.

Fighting and Monsters

It won't be very long before you see a shadowy figure looming up before you in the corridor or you barge into a room only to be confronted by an evil looking critter. You can try talking to them which is great fun but you soon realise that quite a few of them don't pay you the slightest bit of attention so you might as well smack them up straight away, which you can do by selecting "hit" from the menu.

When you engage in combat, the map is replaced by your status display. This includes amongst other things the amount of damage you can take, your current attack and defence modes and those of your opponent. Basically, you select your means of attack from the menu and then your means of defence. The monster does likewise and the results of the first round are computed. This continues until one of you is dead.

The method of attack depends on what weapon you are using. If it is your hands, you will only be able to punch your opponent whilst a sword lets you hack him and a spear lets you lunge. Defensive manoeuvres include standing your ground, dodging and using your shield. You can also opt to use magic if you have enough magical power as can your opponent. A word of warning here. Monsters can and will attack you from behind or the side. If this happens, a message flashes up in the message display box.



Amongst the monsters that you will come across are gargoyles, catmen, night graunts and wasp warriors and that is only on level one! As you progress, so does the nastiness of the enemy and you will start to encounter hell hounds, ice phantoms, gorgons, shapeshifters, black monks and demons. Some monster can use magic spells, some use poison or breathe fire. Some can only be destroyed with magical weapons. All are potentially lethal.

Using Magic

Every character has a certain spell power which is modified throughout the course of the game. Casting spells costs a certain number of points which can be regained with time. Your ability to cast spells increases with practice. You can also use potions which can be identified by tasting them. Amongst the spells on offer are fireball, heal, paralysis, strength, escape and death ray. There is no guarantee that any particular spell will work.

Moving

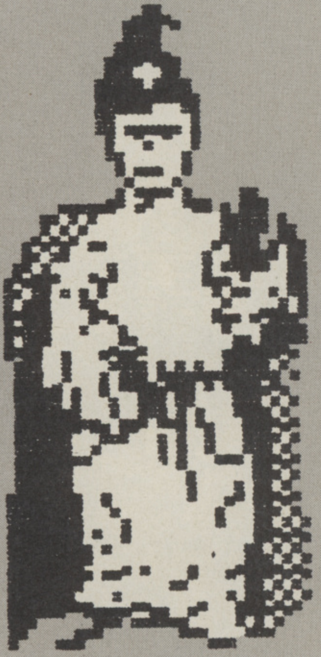
Taking the corridor immediately to the right of your starting position, you just about reach the two doors when the world seems to open up in front of you. Yes, you have fallen down a pit — one of many littered around the dungeon, ready to survive. In order to pass a pit, you must jump it. This is a skill which has to be learned so you will have a high failure rate to start with but eventually, you will be able to jump over them, as well as sensing where they are. Rumour has it that a ring that aids jumping can be found somewhere near the start.

Other areas you might come across in your adventures are teleporters, shifting walls and magical barriers.

What's In It For You?

Up until now, there has not been a great deal to persuade you to go down into the dungeon. Everything seems intent on killing you. However, once you say the magic word "treasure" to an adventurer, all thoughts of danger seem to disappear. Apart from the armour that you are searching for, there are magical swords, rings, potions, brooms, horns and crowns. The crown is especially useful as it helps you detect if an item is enchanted. There is the usual supply of gold around. Perhaps you will be able to persuade a monster to tell you what a treasure is — perhaps by bribing him and then asking him to evaluate it for you. Of course, he may not know or he may just lie to you but then again, the treasure might be cursed and harmful to you anyway.

Treasure is frequently hidden in chests and these may be trapped or locked so you will need to keep your thieving abilities up to scratch. Just because you are in a room, does not mean that you will automatically be able to see your treasure. It may be hung up on a wall or behind a door and you can only see it when you are standing next to it. This means that all rooms mutbe searched thoroughly before leaving them. Life as an adventurer is not meant to be easy.



Magic Numbers

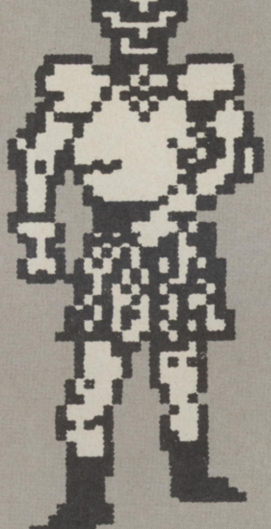
As you can imagine in a game of this complexity, there are an awful lot of variables floating around. Some of them are available to you but to complicate matters, you are not told what they are! When you call up the status display, you get a selection of information about your character: your character's name, the number of hits that he can take (when this reaches zero, you are dead but you do recover from your wounds with time and there are healing potions to be found). The next lines down show your current magic level, attack and defence modes.

Below that are ten "magic numbers". These represent your skill in various attributes. The only problem is, the programmers have decided not to tell you what they mean — you have to work them out for yourself. This you can do by finding and using various magical artefacts and seeing what effect it has on one of the numbers. For example, if you find a magic sword and one of the numbers changes, you might decide that this number had some bearing on damage done on your magical ability. There are some clues in this article as to what these attributes are — usually skills that have to be learnt or that would change as you become more experienced.

Playing the Game

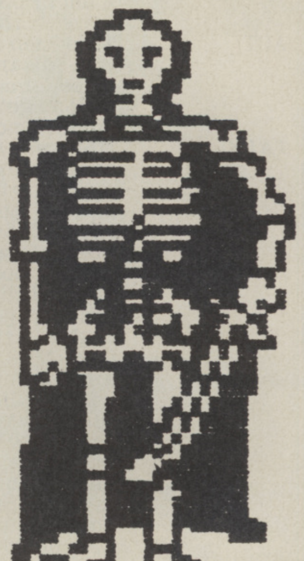
The first few times that you play the game, it will seem like a nightmare. You will be looking at the wrong part of the screen. Messages will flash up that you don't have time to read. You will stand around while monsters beat the living daylights out of you. You will fall down pits. You will get the menu commands fuddled. You will not be able to manipulate objects as you want to and life will be generally unpleasant. But slowly and surely, things start to fall into place. You remember where the pits are, win a battle or two and find the odd bit of treasure and suddenly, you have this great urge to get to the next quadrant, the next level or the next bit of armour.

Not that it's easy, but then being a hero never is. And if your character should manage to achieve his quest, you can transfer him into the next scenario several more of which are promised by Christmas, including a village where you can sell your treasures or trade them in for something more useful (who wants six magic swords after all?). There is also the promise of a networking system whereby you and a friend can hook up your Spectrums to each other and go down the dungeon either trying to help each other or as deadly rivals.



All this is possible because of the MIDAS (MultI-Dimensional Animation System) kernel system developed by PSS. By keeping the house-keeping kernel of the program the same, new sets of data can be read in to give a totally new adventure.

Swords and Sorcery represents the most sophisticated Dungeons and Dragons type game yet seen on a cassette based micro. As for the future modules, I can't wait!



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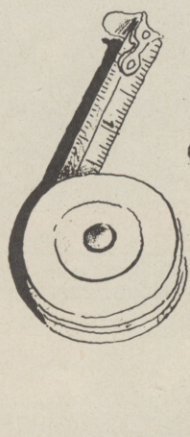

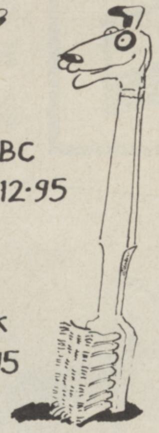

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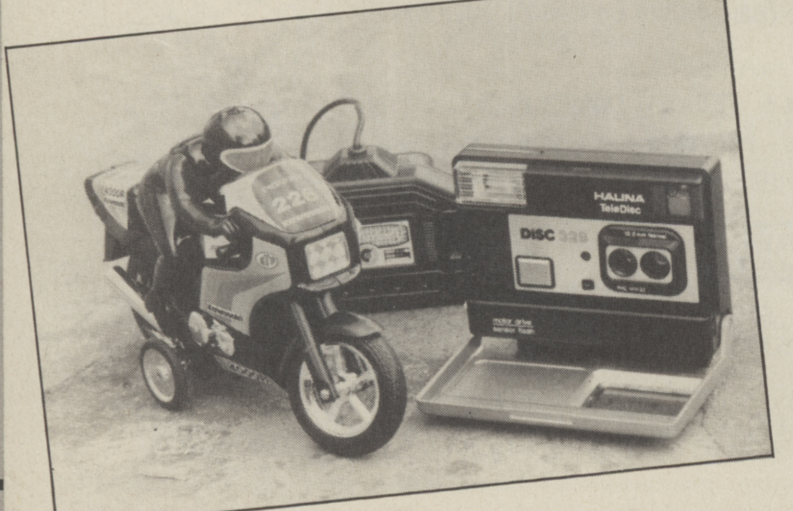

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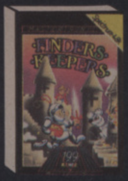
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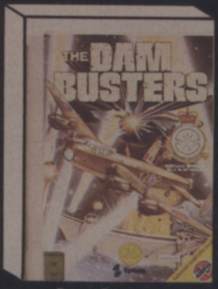
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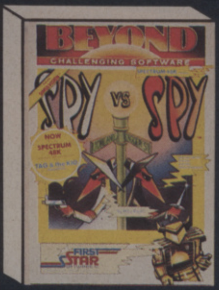
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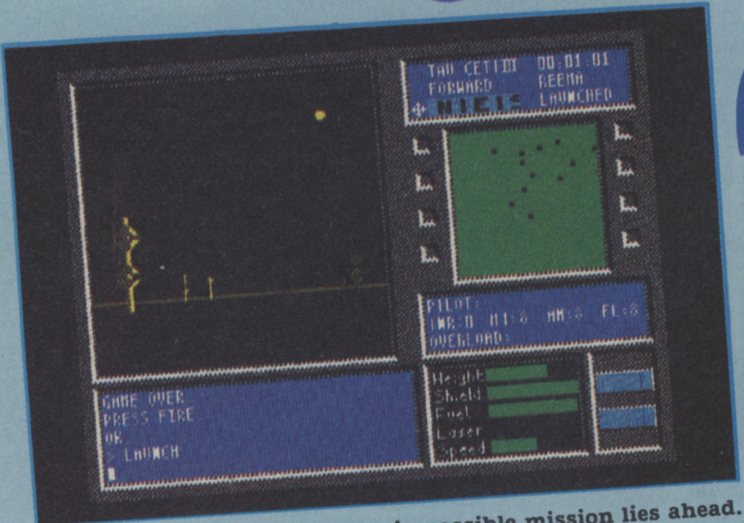


GAME OVER
PRESS FIRE
OK
> LAUNCH

An impossible mission lies ahead.

Tony Hetherington explores the new megagame from CRL.

Imagine a cross between Impossible Mission, Elite, Quake Minus One and Battlezone and you'll imagine Tau Ceti.

Then try to fit it all into a Spectrum with space left for planet maps, building interiors and even a notepad and you'll have a game heading straight for the top of the charts.

The game is set on the third planet in the Tau Ceti system (Tau Ceti 3) in the far future. You control a one man skimmer craft that has just been dropped on the planet. Ahead of you lies an impossible mission.

Twenty reactor pods lay in forty pieces spread throughout the Reactor substations in 30 cities. Your task is to collect and reassemble them in the main reactor building in Centralis (Tau Ceti 3's capital) closing down the planets power source. This will shut down the old defence systems that malfunctioned after a plague wiped out the colonists clearing the way for recolonisation of the planet.

This isn't going to be very easy since the robot hunters, guardian crawlers, mines and armoured fortresses of the defense systems are determined to stop you.

Gal-corp Skimmer

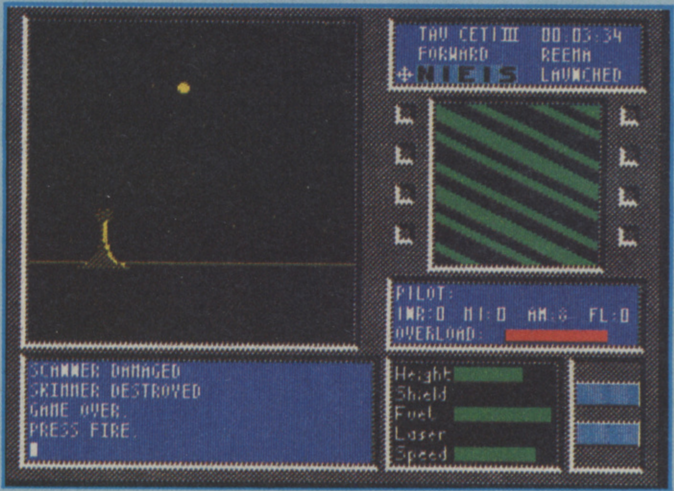
The game starts as a Lander drops you in your skimmer on the planets surface with the screen its instruments and controls.

This display is split into three areas, a view screen, command area and instrument panel.

The instruments include a radar screen and compass for navigation as well as two ADF's (automatic direction finders) to direct you to the centre of the city or back to your lander. Beneath those are indicators to show present levels of missiles, anti missiles and flares on board the ship as well as displays showing the skimmers current speed, height, fuel, laser power and shield strength. If this last one reaches zero the skimmer, with you onboard is destroyed and the game is over.

Using definable single keys the skimmer can be flown across the planets 3D landscape and enemies can be fought with lasers and missiles.

The screen to the left of the instruments panel shows the view of the planet in front of the skimmer. At the touch of a key this can be swapped to side or back views which is extremely important in combat as lasers and missiles can be fired in any direction. This means you can keep on your present course for a substation while swapping to other views to fight off attacking ships.



SCANNER DAMAGED
SKIMMER DESTROYED
GAME OVER.
PRESS FIRE.

Scanner out, no missiles left — the inevitable end.

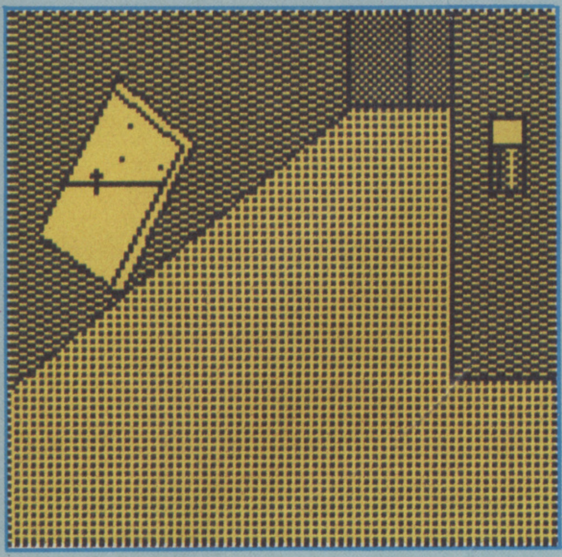
The landscape views are impressively drawn as the solid shapes of the cities buildings move smoothly from when they appear on the horizon till they pass by the ship. The scene is completed by a starry sky with a setting sun and even an occasional comet.

As the sun sets the view becomes darker and less distinct until all detail is lost at night. Then you must switch to IR (Infra Red) display which although is passable causes a blurred picture because of after images. Consequently you should always be ready to launch a flare as soon as you come under fire as the temporary light from it will give you a better chance to sight your lasers.

When you find and dock with a building the view screen doubles up as a terminal for your onboard as well as showing the interior of the building.

By typing instructions into the command area you can punch up a map, refuel and repair your skimmer, make notes on your notepad, save and load the game position and attempt to solve the problem of matching up the rod sections.

The map shows the network of "jump stations" that connect the planets 30 cities and by selecting icons the map display can be zoomed in and out and scrolled over the map. The jump stations themselves are one direction transporters and are the only way of getting from one city to another. The map is invaluable in locating the stations as if a map connection leads to the north then a station will be



Inside the Galcorp lander.

found north of the city and so on.

As mentioned in the introduction the object of the game is to collect the 40 rod segments that are scattered throughout the cities reactor substations. The actual number you find in each substation varies from none to a maximum of around five.

Using the ships computer you can try and match them into the right pairs. Again using icons each piece can be mirrored and shaded in a bewildering number of combinations until a match is found or simply binned for later use.

The computer also controls refuelling and repairs which are performed at supply stations. One can be found in each city but be warned that some are civilian only and don't stock missiles or anti missiles.

Finally the computer includes a digital notepad that can be used to store any records or reminders that may be useful later in the game. This isn't just a quaint touch but is an invaluable aid if you are to complete the game. As since you can save the game and return to it later a record of where you've been and which rods you've collected will ensure you get back to the action a lot quicker than hunting for the scrap paper you would have used.

Winning Ways

Saving the game positions after every 2 or 3 reactor substations will dramatically improve your chances of completing your mission as one mistake could not only cost you your one life but also hours of playing time. This is particularly important when tackling some of the more heavily guarded cities as several attempts may be necessary until you find the right tactics.

Combat is an acquired skill which improves gradually with practise as you become acclimatised to the problems facing you. Usually you are badly outnumbered by defenders that not only fire lasers at you but also the odd missile. It's important to use all four views to track the enemy as attempting to turn the skimmer takes time and costs a lot in shield strength. Your missiles are heat seeking and available free from military supply stations so if your stocks are good you should loose some off against those defenders without anti missiles leaving a managable number for your lasers.

Combat is just one of the problems you will face as you have to navigate around and between the cities. A useful tip is that if you get completely lost you can drop your height and speed to land when you consult the map or your notepad. This will at least give you the compass bearing of the jump stations which should get you back on the right track.

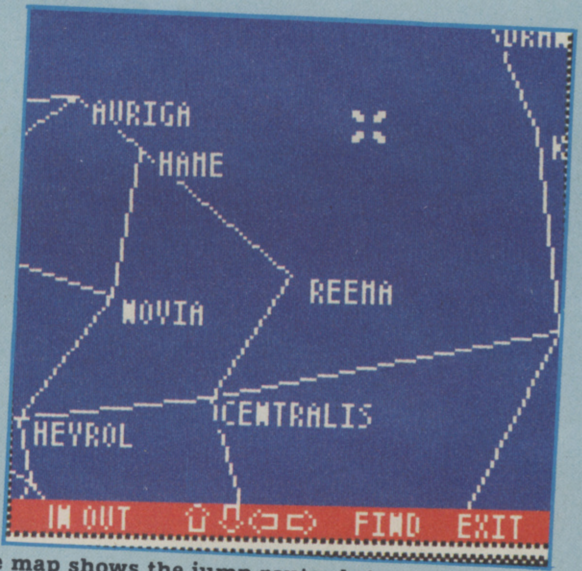
I've still to face the challenge of cities guarded entirely by anti-missile forces and minefields to navigate and of course the main reactor itself.

Conclusions

Tau Ceti is without doubt a remarkable game. The complexity and content of the game appears too great for a Spectrum to hold, yet it has been achieved without a hardware addon in sight.

The challenge it poses is immense and will take its players months to complete.

It has obviously been inspired by such classics as Elite and Impossible Mission yet it remains original in its atmosphere and gameplay. I was particularly impressed by the attention to detail such as the comets in the sky, the IR displays after image and even a bleep as the ships computer comes online.



The map shows the jump routes between the cities.

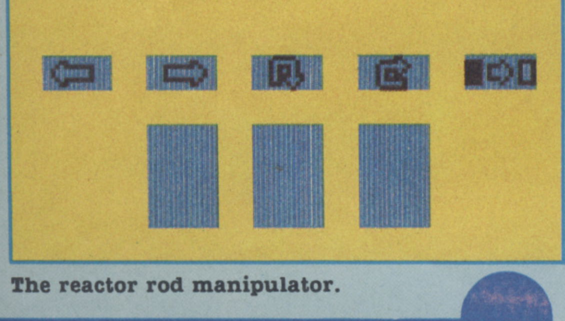
CRL intend to follow up the Spectrum version with an Amstrad conversion and even threaten an Amstrad disc based Tau Ceti plus with even more packed in it. For example rooms to explore in the substations and supply buildings instead of the static illustrations.

Tau Ceti is a must for all Spectrum owners and costs £9.95.

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Supernova



The reactor rod manipulator.

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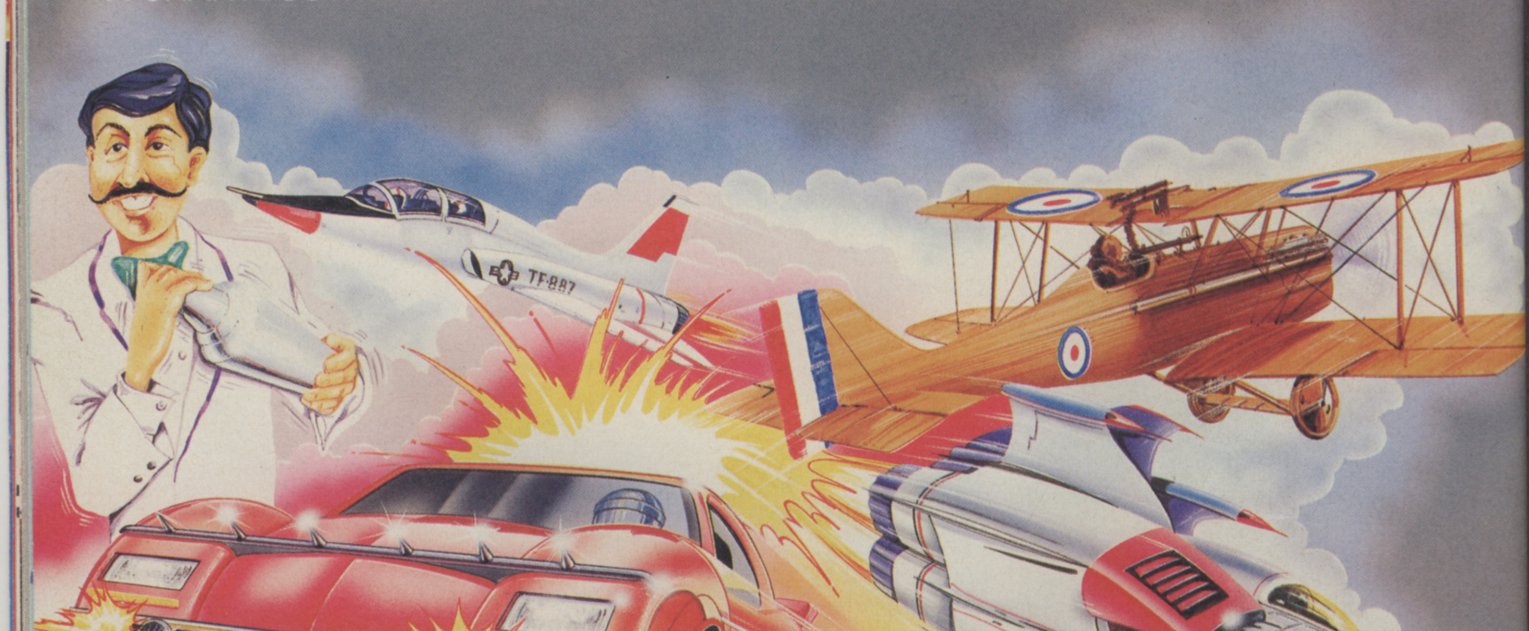

£9.95 TAPE

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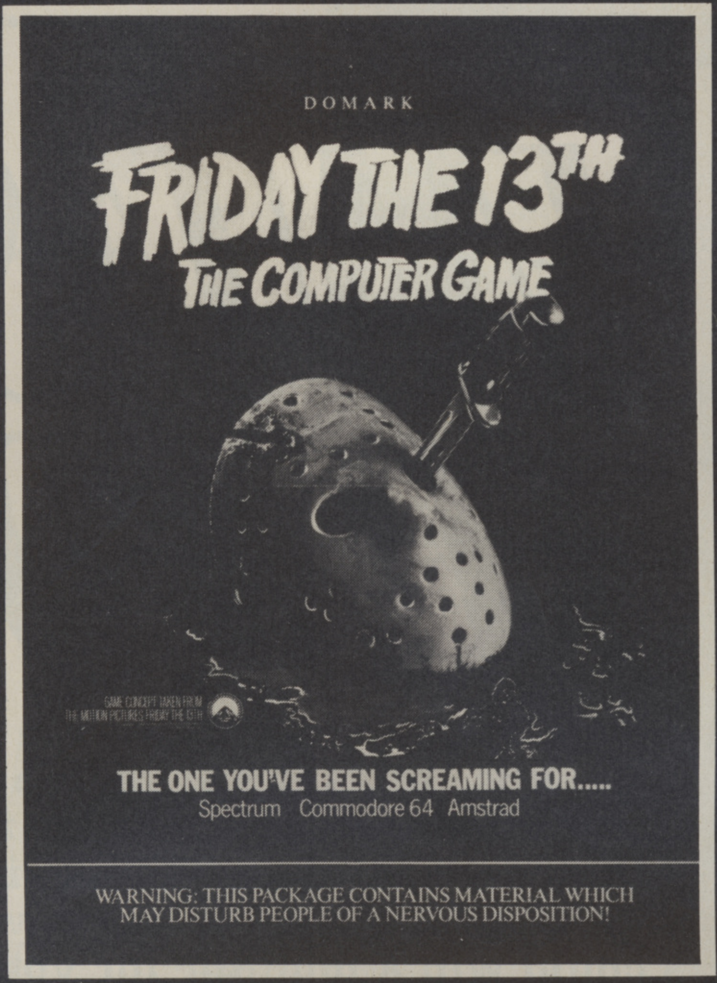
DISK **£14.95**

* Based on compiled data (64/Spectrum) from Ram/C / Micro Dealer Charts


DOMARK
FRIDAY THE 13TH
THE COMPUTER GAME
GAME CONCEPT TAKEN FROM THE MOTION PICTURES FRIDAY THE 13TH
THE ONE YOU'VE BEEN SCREAMING FOR.....
Spectrum Commodore 64 Amstrad

WARNING: THIS PACKAGE CONTAINS MATERIAL WHICH MAY DISTURB PEOPLE OF A NERVOUS DISPOSITION!

POSTER OFFER

Send for your free "Friday the 13th" poster only with Computer Gamer.

Domark, the company that brought Eureka and A View to A Kill to the computer screen are about to launch a game based on the horror film "Friday the 13th".

This latest blockbuster is to be launched this month and to coincide with this they are offering a FREE poster to all Gamer readers.

As you can see its guaranteed to shock your Granny so send for yours now.

Your FREE poster is in full glorious colour (we printed it here in black and white to spare our more squemish readers) and measures a massive 23 × 17 inches. So reserve a space on your wall for it now and send off the coupon to Domark today.

The game will be available for Amstrad, C64 and Spectrum machines and is packed full of surprises.

You naturally play the hero who is relentlessly chased by Jason, the killer. Your attempts to stop Jason are played out through the games screens. But you must be on your guard as there's a surprise around every corner.

To send for your FREE poster fill in the coupon below and send it to:

Gamer poster offer,
Domark Ltd.,
204, Worple Road,
Wimbledon,
London SW20 8PN.

Remember its completely FREE and only available to Computer Gamer readers.

Gamer poster offer, Domark Ltd., 204 Worple Road, London SW20 8PN

Please send me my free "Friday the 13th" poster.

Name Mark NICHOLSON

Address 76, CHURCH ST, CHEAPSIDE,
MIDDLETON, M24 2PY.

Please allow 28 days for delivery.

FANTASTIC FLEXIDISK

This month's fantastic free gift is a flexidisc of games from top programmers. Read on for full instructions of how to use it and details of a competition in which you could win a monitor for your micro.

The astute amongst you will have noticed a seven inch disk of plastic on the front cover this month. The really curious will have worked out that it contains three free games — two for the Commodore 64 and the other for the ZX Spectrum. If you haven't noticed this yet, then have a look.

Leaving the loading process aside for a moment, what exactly do you get in these games? Well, the Spectrum game is called Xebec, and is totally machine code and will run on a 16K or 48K Spectrum or Spectrum + . The game is similar to Galaxians with a few different features. The game is very fast and great to play.

Xebec was written by top programmer Graeme Devine — author of Spectrum Pole Position, member of Program Techniques who wrote Xcel, and converter of Ballblazer for the Spectrum — fairly impressive credentials.

FREE
Computer Gamer
Computer Gamer
FREE FLEXIDISC OF GAMES
S
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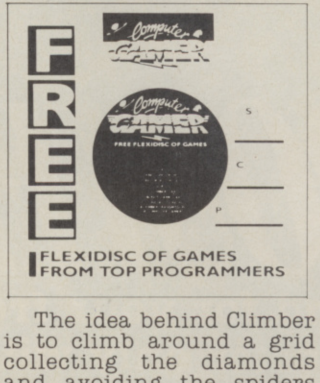
FLEXIDISC OF GAMES
FROM TOP PROGRAMMERS

The first Commodore game is called Climber, written by regular contributor to Computer Gamer and Your Commodore (our sister magazine for serious Commodore users) Frank Tout.


FREE
Computer Gamer
Computer Gamer
FREE FLEXIDISC OF GAMES
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FLEXIDISC OF GAMES
FROM TOP PROGRAMMERS

The idea behind Climber is to climb around a grid collecting the diamonds and avoiding the spiders and gaps in the grid, excellent graphics and gameplay.

As a bonus, there is also a mini game from Tony Crowther, author of Blagger and Son of Blagger. His latest is a ladders and ramps game called William Wobbler, inside that game by pressing a special key you can get into this subgame.

To load the game into your computer you need a record player, a normal record, the flexidisk, and a tape recorder. If you have a hi-fi with a built in tape recorder then skip this next bit and go onto the bit after.

If connecting a tape recorder to a record player it is best to go via the headphone socket with a headphone to 3mm jack adaptor and then a normal 3mm to 3mm connector, like that which is supplied with the Spectrum to connect it to a tape deck. Commodore owners will have to scrounge one of these.

The cassette deck should preferably be a simple one and mono, if using a stereo recorder then you should use the left channel only. The disk is designed to be recorded at around +3 Vu for the Spectrum and +5 Vu for the C64 games at normal listening level, though your machine might require higher levels. If a recording will not work then try a higher level and try again.

The record will play better if the flexidisk is put on

FREE
Computer Gamer
Computer Gamer
FREE FLEXIDISC OF GAMES
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FLEXIDISC OF GAMES
FROM TOP PROGRAMMERS

FREE
Computer Gamer
Computer Gamer
FREE FLEXIDISC OF GAMES
FLEXIDISC OF GAMES FROM TOP PROGRAMMERS

top of a normal record when playing, as this makes it a bit flatter.

When selecting a tape to record onto avoid CrO^2 and IEC II-IV tapes. The best results come from using data tapes and good quality normal tapes. Don't use any noise reduction system like Dolby or such like, and avoid using old tapes that have had anything recorded on them previously.

FREE
Computer Gamer
Computer Gamer
FREE FLEXIDISC OF GAMES
FLEXIDISC OF GAMES FROM TOP PROGRAMMERS

Most of all have patience, if you fail the first couple of times, then try again with a different level, or different equipment.

We've tested all three programs many times on equipment ranging from a mono tape deck to a music-centre. So if you follow the instructions carefully you shouldn't have my problems.

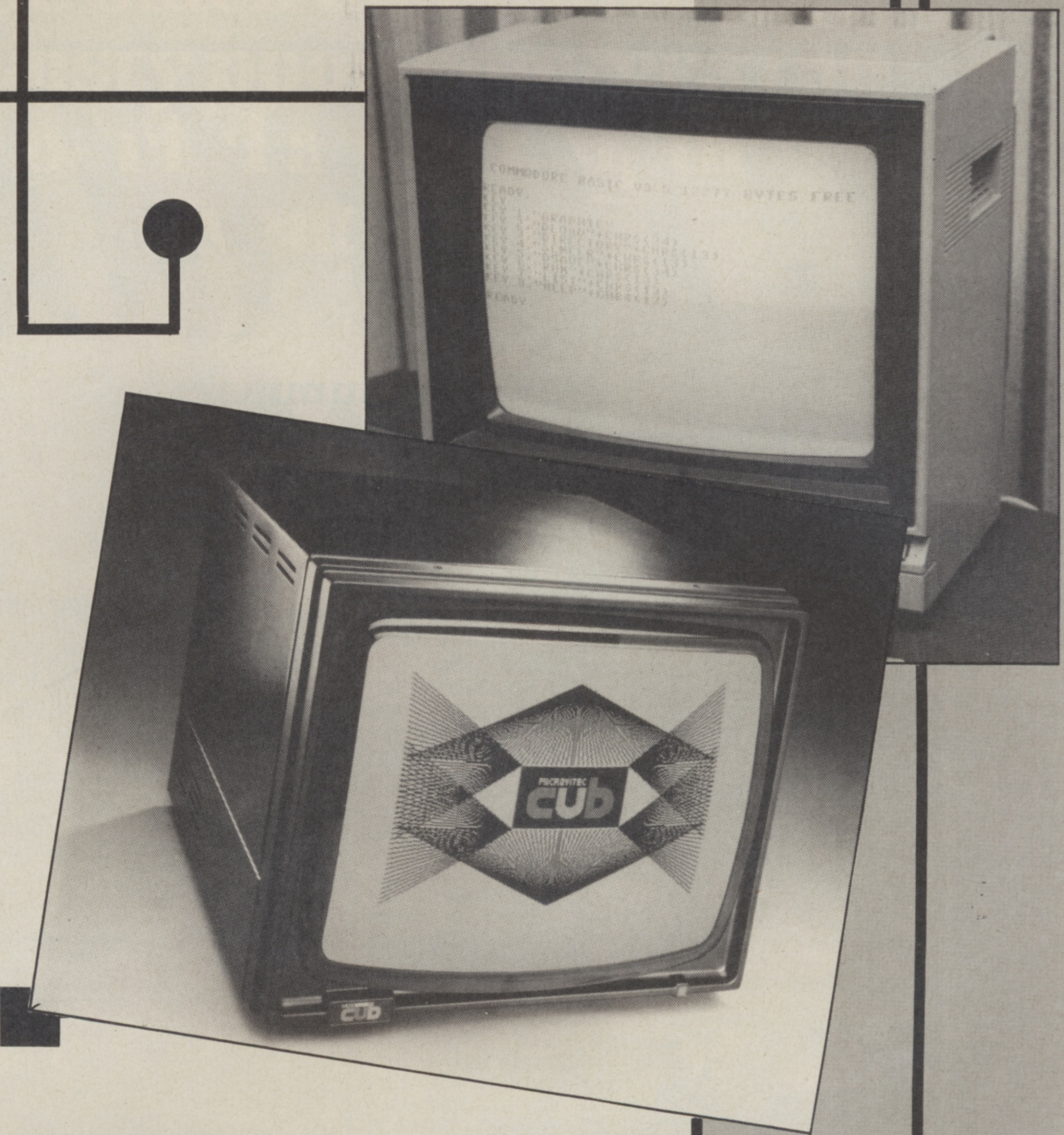
Competition

As a bonus we shall be running a high score competition for Climber and Xebec in which you can win a monitor for your computer. On offer is one Microvitec Spectrum monitor and one Commodore 64 monitor. To win, all you have to do is to send in your high score for the appropriate game, witnessed of course. The winners will be required to show their ability at the game, — so no cheating!

Send all entries to:

Flexidisk Competition
Computer Gamer
1 Golden Square
London W1R 3AB

Remember to fill in the form correctly and get all entries to us by the end of January.
Write the name of yuor computer and your score on the back of the envelope.



Competition Rules

1. This competition is open to all UK readers of Computer Gamer except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Program Techniques, Eecaan, or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be postmarked before 31 January 1986.
4. The prizes will be awarded to the first 2 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.

Send to: Flexi Competition, Computer Gamer, 1 Golden Square, London W1R 3AB

Name: ....

Address: ....

....

....

Tel: .... Age: ....

Score: .... Machine: ....

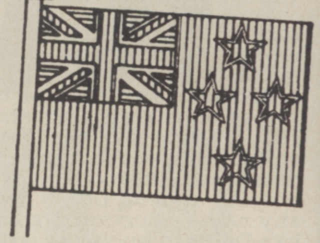
Witness 1: ....

Witness 2: ....

GO FOR GOLD!

25 copies of Winter Games, Summer Games and Summer Games 11 are up for grabs in our easy to enter competition.

1



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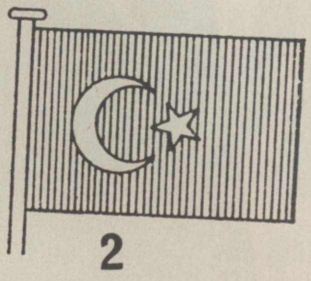

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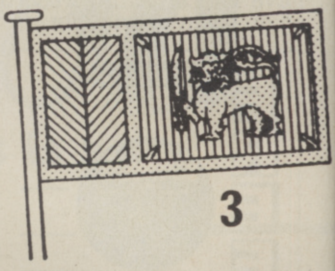

You've no doubt read all about the amazing Winter Games and Summer Games II in recent transmissions of Gamer but now's your chance to win both of them plus a copy of the original Summer Games! We've got 25 packs of these C64 games to give away so you've got an great chance of winning.

Just think that if you win you soon could be going for gold in each of these events.

Pole Vault
Diving
4 × 400m relay
100m
Gymnastics
Freestyle relay
100m freestyle
Skeet shooting
Cycling
Rowing
Fencing
Equestrian
Kayaking
Triple jump
High jump
Javelin
Bobsled
Ski jump
Hot dog arie!
Figure skating
Freestyle skating
Biatlon
That's 22 events altogether!

How to enter

Up to 8 players representing any of 18 countries can compete in either of these games at once so all we want you to do is identify the three flags printed below. When you think you've got them all fill in the answers on the coupon and also write them on the back of your envelope which you should address to Computer Gamer (Gold) competition, ASP Ltd., No. 1 Golden Square, London W1R 3AB.

Then as a tiebreaker we want you to think of an action that you think could be a silly Olympic event. For example anybody who has travelled on a commuter train would appreciate the skill of actually getting a seat! You may also like to add some comments detailing exactly what the judges would be looking for and how it could become gradually more difficult. (e.g. more people on the platform.)

Good luck and remember that all entries must reach us by 31st December.

Computer Gamer (Gold) Competition, 1 Golden Square, London W1R 3AB.

Flag 1 ____________ Flag 2 ____________ Flag 3 ____________

My event would be . . . .

Name . . . .

Address . . . .

. . . .

. . . .

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WINTER GAMES
SKI AT TAHOE!
COMMODORE
C64/128
Disk

SUMMER GAMES
From
EPYX
COMPUTER SOFTWARE
COMMODORE 64
TWIN CASSETTE PACK

EPYX
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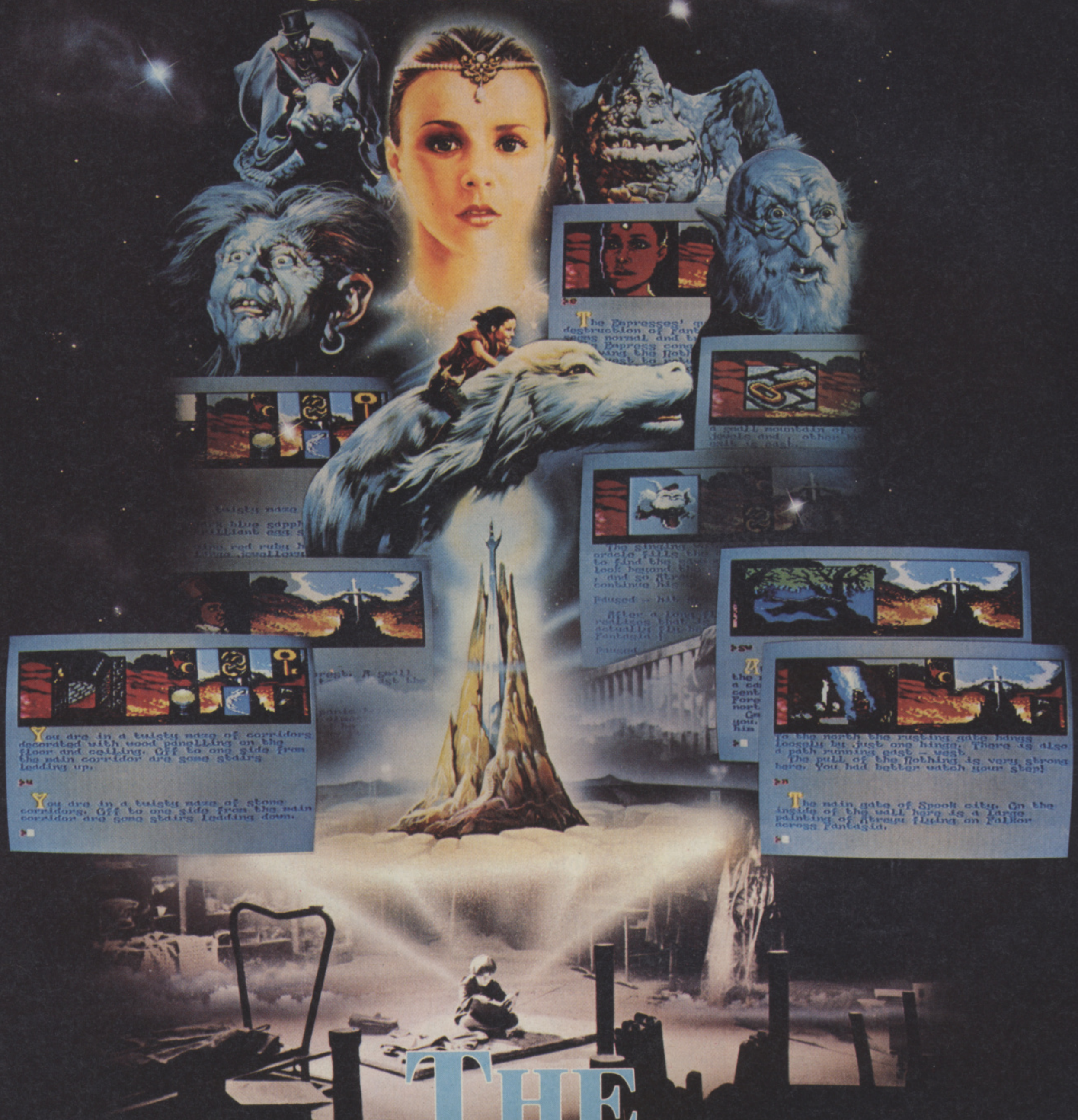
Strategy Games for the Action-Game Player.
SUMMER GAMES II
COMMODORE
64
Disk

From the black and white pages of a dusty book emerges the colourful and gripping adventure of



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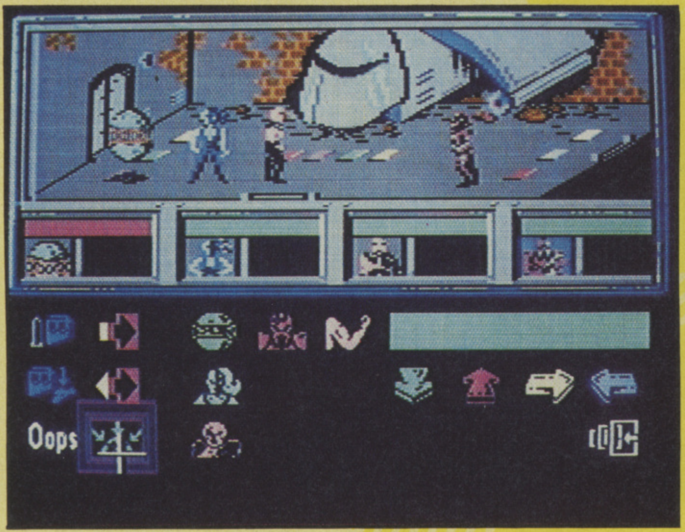
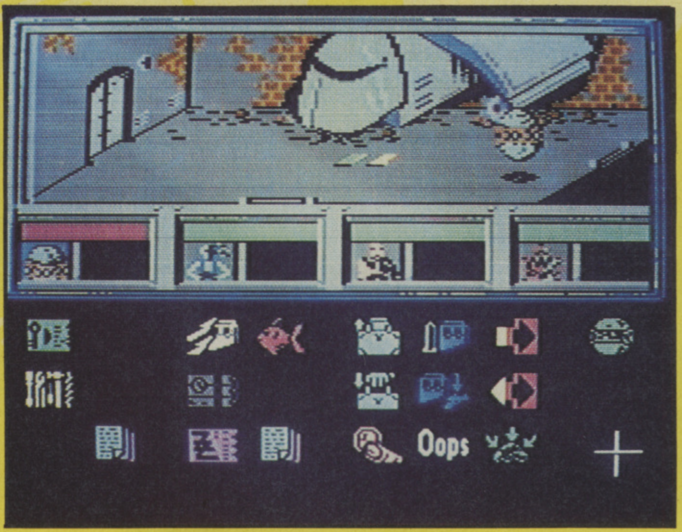
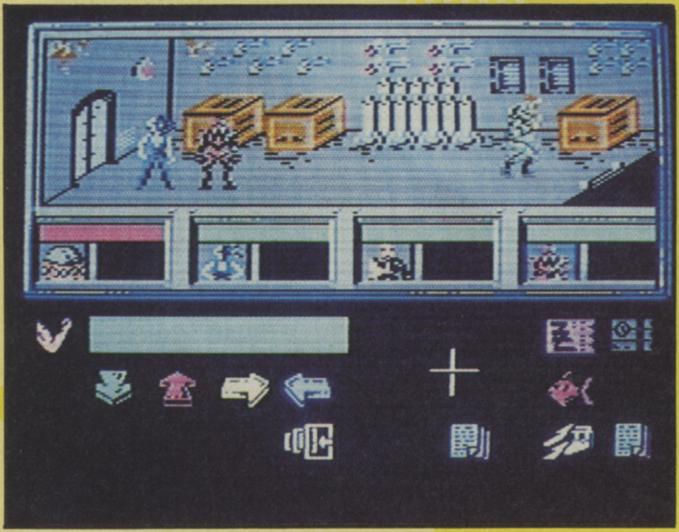


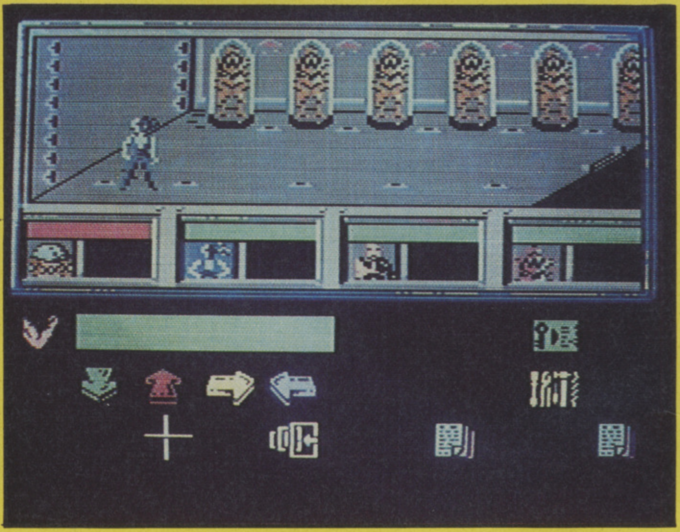
The story begins......



Maul mops up after the others have gone.



Syylk and Sevrina explore the armory



Severina in the incubator room.

Beyond Shadowfire lies a mission more deadly, more challenging and more sophisticated, its name: Enigmaforce.

For those who missed the prequel to this game here is a resume of the story so far. Ambassador Kryxix had been captured by the evil General Malthadius Zoff and held captive on the heavily guarded spacecraft Zoff-5. Under the name of Enigmateam, a motley crew of villains were sent on a suicide mission to free the ambassador and bring Zoff back for his day of reckoning.

Led by the heroic figure of Zark Montor, the Enigmateam were successful in achieving the principal aims of mission Shadowfire. The new problems started when five of the original Enigmateam were given the task of escorting Zoff to face the Emperor's wrath, knowing that he had already set his great war machine into motion. On the border between Zoff's republic and the Empire, the Enigmacraft is thrown off course when it collides with a republican gravity mine. The ship plummets through the atmosphere of an unknown planet and crashes smouldering onto the surface.

When conciousness returns the stunned crew find that Zoff has disappeared from the wreck of the ship and another race against time begins. This is the beginning of Enigmaforce and as one of the crew you control the other four members in the search for General Zoff.

Your teams consists of Zark Montor, Syylk, Sevrina Maris and a combat droid called Maul.

Zark is still the tough and resourceful team leader whose quick wits and bravery have led him through many a battle, leaving him with a cybernetic arm and many plastoid organs.

His second in command is Syylk, an insectoid alien. High in stamina and heavily armoured, his loyalty is beyond doubt because of his pathological hatred of Zoff.

Sevrina Maris' lack of stamina is more than made up for by her skills as a markswoman and locksmith. With the aid of a toolkit there are few doors in the universe which this mistress of mayhem cannot unlock.

Maul is the slowest mover in the team but being a combat droid its strength is immense, giving the capability to be the most heavily armed member of the team and a formidable foe.

After the crash occurs the computer issues one last message before it fails. "...Planet identified as team member Syylk's homeworld. Our location is an underground complex beneath the capital city. Syllk's people, the insectoids are locked in battle with reptiloid storm troopers loyal to Zoff. Communication scan reveals republican destructer tugs are due off planet at indeterminate time. Their arrival will signal this planet's elimination. My recommended course of action:

1 Locate insectoid leader and convert to ally.

2 Only space worthy craft located in reptiloid area. Find it.

3 General Zoff heading for this spacecraft. Apprehend in the name of the Emperor.

4 Insectoid alarm system will signal approach of destructor tugs and your elimination."

The screen display uses icon symbols which look similar to those used in Shadowfire but here the resemblance ends. The screen is horizontally bisected, the top half being a superb 3D animated action screen while the bottom section is a laterally scrolling command screen with the icons layed out in sections. The two screens are separated by a row of character selection icons.

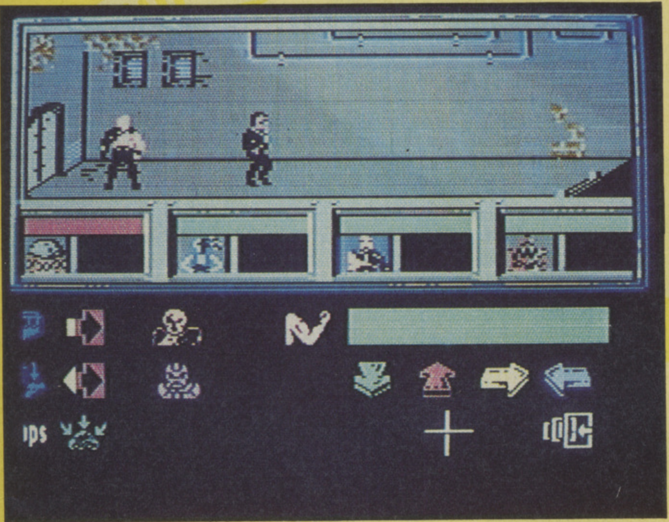
The command screen icons are grouped into the following areas:

Movement Icons: these are arrow symbols which point to all four compass

ENIGMA FORCE

The adventures of Beyond's E-Team continue in Shadowfire's sequel.

Eric Doyle investigates.



Syylk finds Zoff! Now the chase is on.

points. Moving the cross hair cursor onto any of these icons and pressing the fire button moves the selected character if a door is located in that direction. This portion of the screen also displays the current characters strength.

Objects in Location: if any objects are to be found in the current location their presence is shown on the action screen as a coloured square and their actual identity is revealed by an icon in this section of the command screen.

Object carried: this section changes as each character is selected, revealing what the chosen team member is carrying.

Command Icons: this is the heart of the game with icon commands for picking up dropping and using objects, engaging in battle, loading weapons, mind control and erasing the last command.

Next to the command icons is a section which shows the other characters who are in the same location as the current character.

Deft use of the command screen is essential for success. A command is given by moving the cursor onto the icon representing the desired character and pressing the fire button. The upper screen changes to reveal the character's location. Movement simply requires the corresponding icon to be chosen but for any action such as picking an object up, a sequence must be followed. This is like giving a command in an adventure game. First select your character, then the pick up symbol and then the object to be taken.

The opening screen of the game reveals the Enigmateam standing by the wreckage of their ship. All around is debris from which useful items must be taken and distributed amongst the team. This is the point at which your first major decision must be taken. Do all of the team members stay together and if not how should they be divided into teams, I found it easier at first to try to map the area by sending each of the team on their own mission.

A good map allows you to use the screen area to the right of the character icons. This is where up to eight commands can be stacked on the Commodore 64 version (five on the Spectrum) so by using your map you can 'program' a team member to go to a particular location whilst turning your attention to the needs of another character.

Mind control is made possible because the Enigmateam can wilfully disobey your wishes. In battle they may decide to run and fight another day but mind control gives you Svengali-like powers which will give total joystick control over their actions. This enables you to join in battle more effectively and readily pursue your enemy if they decide to flee.

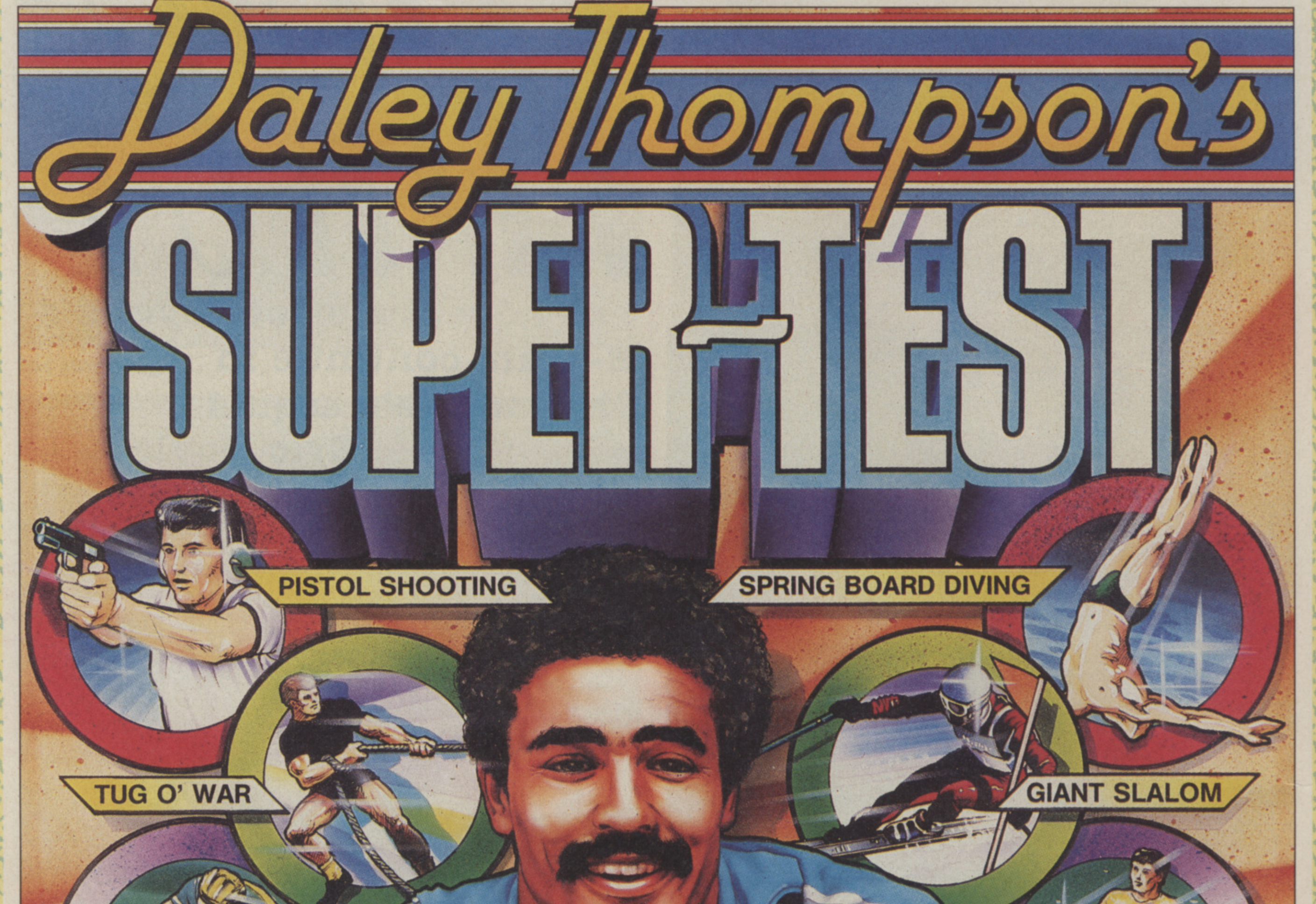
Soldiers come in various guises each denoted by colour. The insectoids seem willing to tolerate your presence but the reptiloids are cunning and vicious, always willing to attack and swarm around your team whenever any of them are discovered. Talk about shades of V.

Apart from mind control combat there are the two autobattle modes of attack or defend and hold. In attack mode the team member will hound the enemy in the current location and, if the enemy retreats, follow until commanded otherwise. Defend and hold will just make the team fight until the location is cleared of enemy troops.

During any of these battle modes a careful watch must be kept on both the character's strength and ammunition. If necessary a strategic retreat can be attempted while another team member gives covering fire. If all else fails a pack of explosives can be detonated but make sure that your fighter remembers to drop the explosives before they go off. Smoking fuses can seriously damage your health.

Once the insectoid commander has been contacted, Zoff captured and the spacecraft located, you can escape if you have the escape ticket.

Join Daley in these 8 NEW arcade events to test your skill and stamina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SPRING BOARD DIVING
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TATUNG COMPETITION

You could win a Tatung TP-100 Dot Matrix Printer by solving our puzzle.

Tatung and Computer Gamer have teamed up to offer you the chance to win a printer worth over £200.

The model up for grabs is a TP-100 which not only can be used with their popular Einstein computer but also with any computer that has, or can have, a centronics printer interface.

This means that Spectrum, C64, BBC, Amstrad and Atari owners (to name but a few) could soon be printing out their program listings at 100 characters per second!

However, a printer such as the TP-100 is best used to print out graphics created by a graphics package. That will certainly silence the people who ask you what you need a computer for.

How to enter

All you have to do to enter is to solve the following puzzle.

The formula given below is correct, providing that the right mathematical signs are put into it. In both the right order and the correct amount.

Formula.
(10?12)?((15?17)?20)?(30?40)?80 = 160

There are 7 signs to be put in use only addition subtraction divide and * multiply . You MUST use at least one of each sign. The following two examples are not correct as one contains only addition and subtraction while the other does not have any division.

e.g. 1. (10 + 12) – ((15 + 17) – 20) + (30 + 40) + 80 = 160

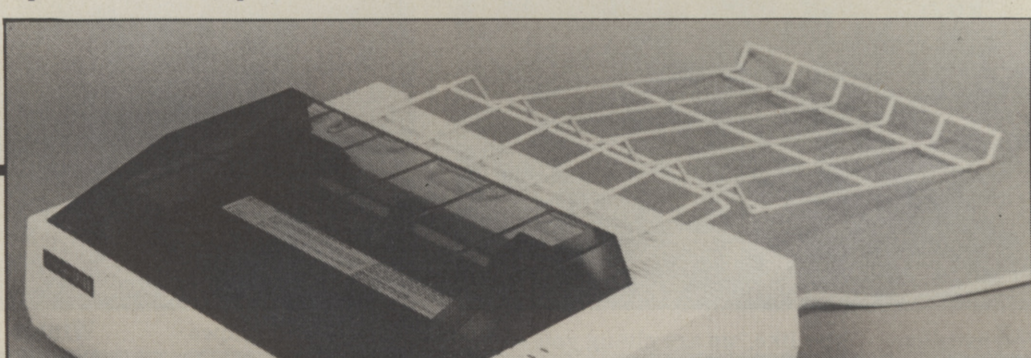
e.g. 2. (10*12)*((15 + 17) – 20) – (30*40) – 80 = 160

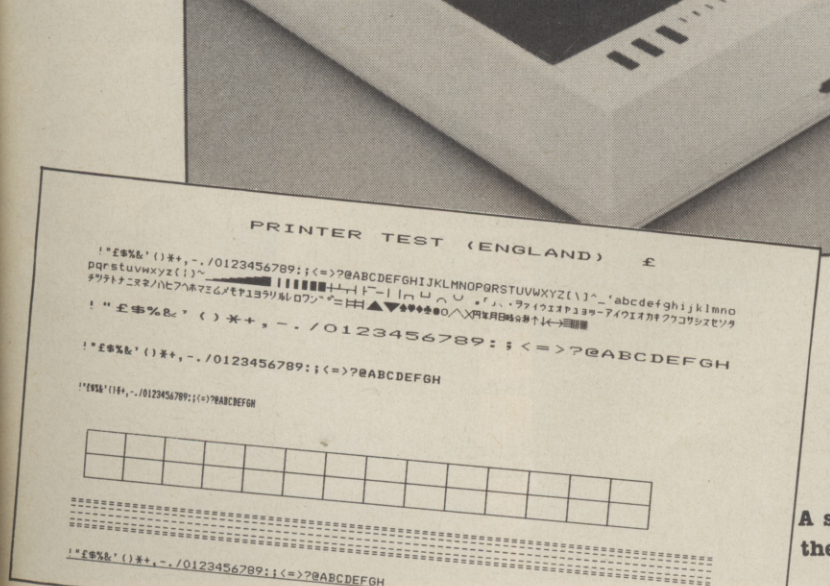
The winner of the prize will be the first entry out of the hat, that has THREE correct solutions to the formula.

When you think you've discovered all three solutions fill in the form below and send it in an envelope to Computer Gamer (printer) competition, ASP Ltd., No. 1 Golden Square, London W1R 3AB.

All entries should reach us by December 31st and to help the judges could you also write your answers on the back of the envelope.

The prize — a Tatung TP-100 dot matrix printer.





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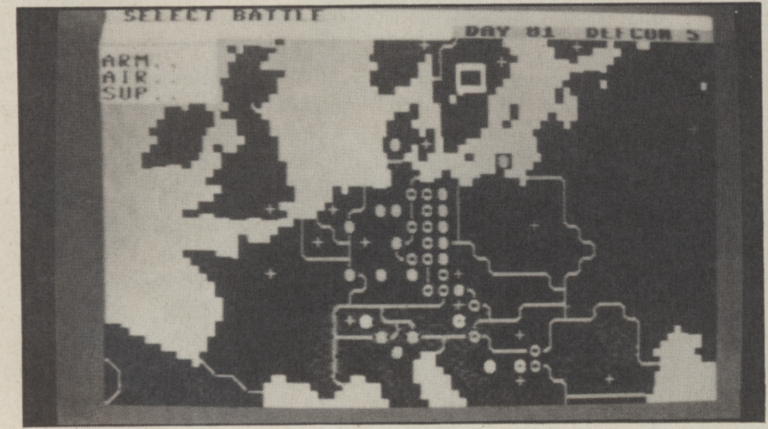
A sample print from the printer.

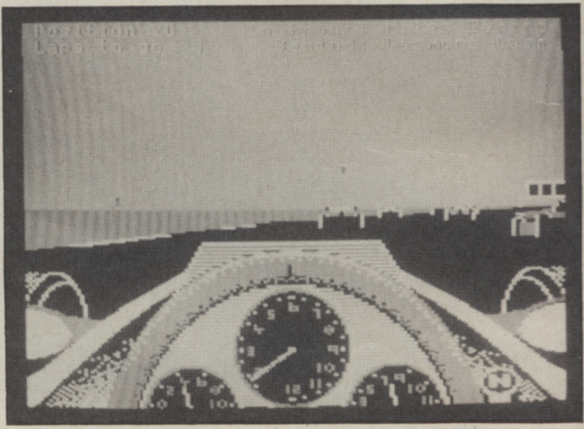
Computer GAMER

You could win a fantastic prize by voting in our poll to find the Game of the Year.

Theatre Europe



Revs



Winter Games

CONTESTANT

1985 has been an excellent year for game players.

It has seen the launch of some superb games that will be played for years to come.

Now we at Computer Gamer would like you to help us choose the best games of 1985.

To help you in your choice we have presented our nominations for some of the awards that we will be presenting to the winning software houses in January. These nominations were drawn up by the Gamer reviewers and are the games that they still play long after the review has been published.

No doubt you will disagree with some of our choices which is why we are leaving the final decisions to you. Unlike some magazines that merely pronounce on what they think you like, we are giving you the final vote.

To help you make your minds up we are offering a fantastic prize that will be given to someone who votes. That could be you.

Before the counting of the votes begins we'll pick out one voting form. If it has your name on it we'll offer you the choice of two fantastic prizes.

You could win a complete Commodore 64 system including a disk drive, datasette and monitor.

OR

You could choose one of the new Amstrad PCW8256 systems.

This incredible machine contains all you need in a word processor. 256K of RAM, built-in disk drive, green screen monitor and a printer.

The choice would be yours. So get your vote in the post today. who knows you may be getting a late Christmas present from us!

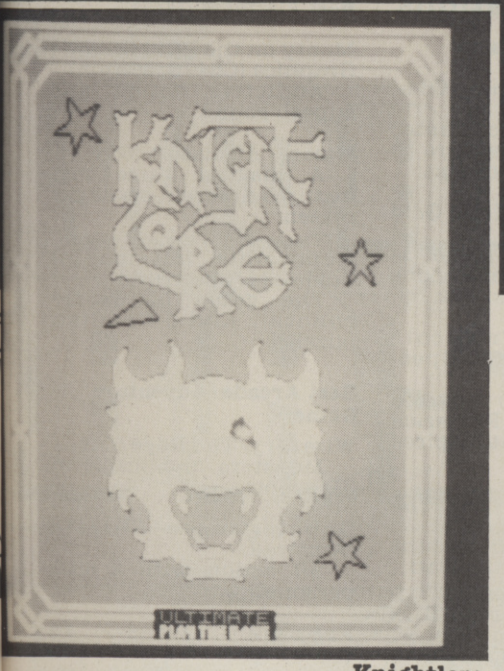
How to vote

It's quite easy to vote in the 1985 Gamer awards. All you have to do is fill in the voting form either by ticking one of our nominations or filling in a choice of your own in the spaces provided.

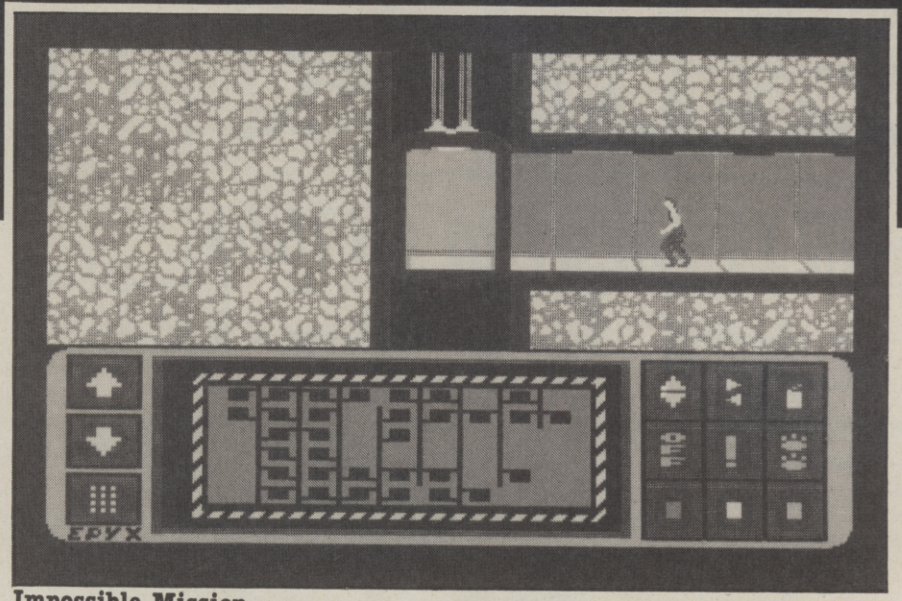
When you have completed all the categories add your name and address and send it to us at the following address.

Computer Gamer 1985 Awards,
ASP Ltd.,
No 1 Golden Square,
London W1R 3AB

All votes must reach us by December 20th. So post early to avoid the usual Christmas delays.

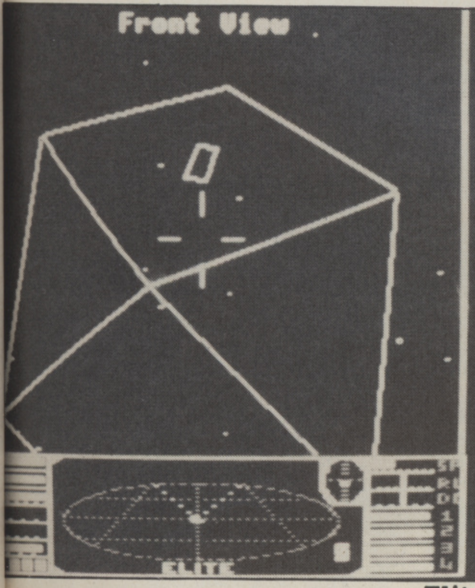

Knight Lore
ULTIMATE
PLAY THE GAME

Knightlore

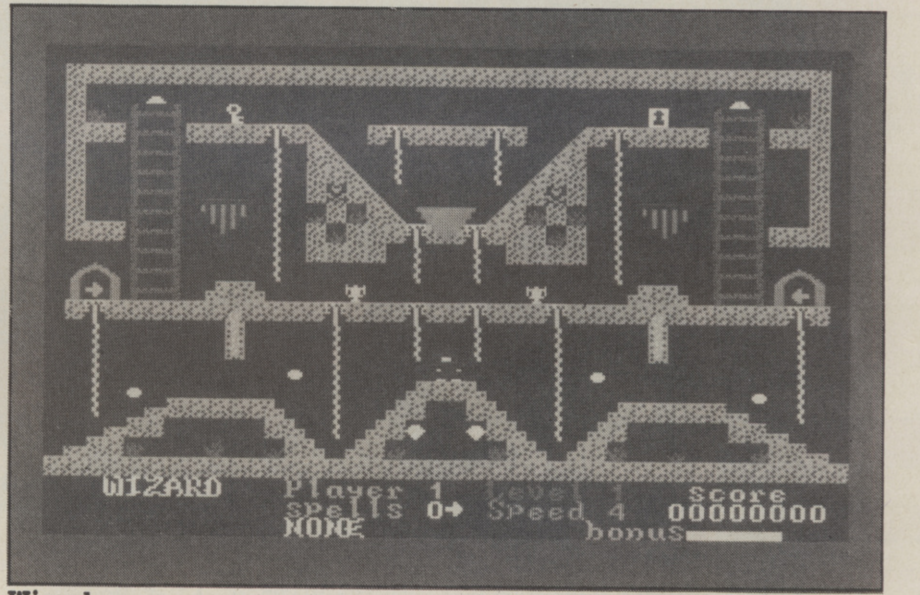


Impossible Mission

Revs

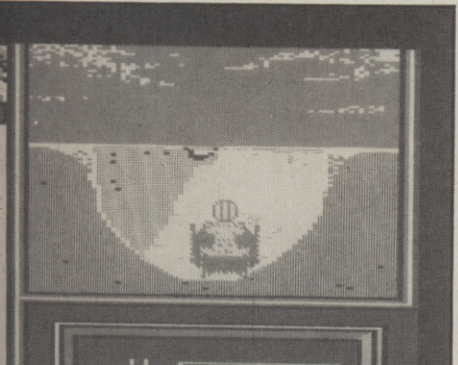

Front View
ELITE

Elite

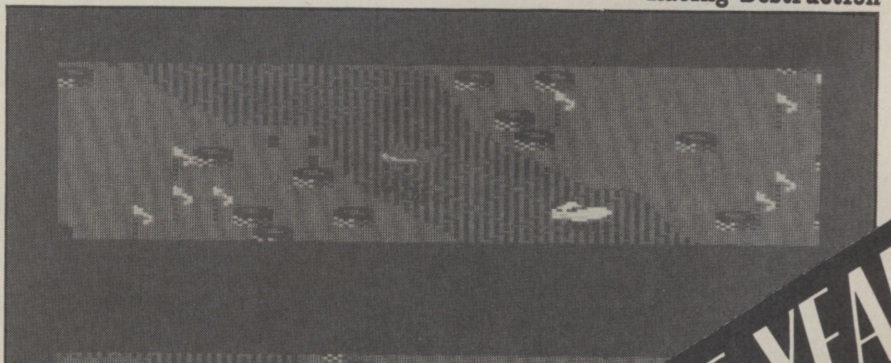

WIZARD
Player 1
Level 1
Score
Spells 0→
Speed 4
00000000
NONE
bonus

Wizard

NT



Racing Destruction



GAME OF THE YEAR AWARDS

Computer GAMER

GAME OF THE YEAR AWARDS

Best Adventure

- Shadowfire ☐
- Exodus Ultima II ☐
- Fourth Protocol ☐
- Swords and Sorcery ☐
- Red Moon ☐
- Hitch Hikers Guide to the Galaxy ☐

Best Sports Game

- Ballblazer ☐
- Way of the Exploding Fist ☐
- Winter Games ☐
- Racing Destruction Set ☐
- Revs ☐

Best Platform Game

- Monty on the Run ☐
- Wizard ☐
- Impossible Mission ☐

Best Arcade/Adventure

- Wizardry ☐
- Doppleganger ☐
- Frankie Goes to Hollywood ☐
- Knight Lore ☐

Best Arcade game

- Death Star ☐
- Elite ☐
- Gyroscope ☐
- Tau Ceti ☐

Best Coin-op Machine

- Marble Madness ☐
- Paperboy ☐
- Hang On ☐
- Commando ☐

Best Strategy Game

Archon ☐ Crusade in Europe ☐ Theatre Europe ☐

Now please vote in the following categories:

The Game of the Year . . . .

The Best software house . . . .

My machine is a . . . .

The best game for it is . . . .

Thank you for your votes and good luck in the prize draw.

Name . . . .

Address . . . .

. . . .

. . . .

Age . . . .

Tel No . . . .

I would like to win (tick one)
C64 pack Amstrad PCW8256

1985 NOMINATIONS

The Nominations

Best Adventure Game

Shadowfire/Beyond (C64/Spectrum)
Beyond's blockbuster was the first adventure to use icons instead of text.

Exodus Ultime III/US Gold (C64/Atari disk)
This superb game is rated as the number one adventure in the states.

The Fourth Protocol/Hutchinson (C64/Spectrum)
This adventure captured the tension of the Frederick Forsyth novel that inspired it.

Sword and Sorcery/PSS (C64/Spectrum)
Delayed for 18 months but it was worth the wait.

Red Moon/Level 9 (Amstrad/Atari/BBC/C64/MSX/Spectrum)
Quite simply Level 9 at their best.

Hitch Hikers Guide to the Galaxy/Infocom (C64/Atari disk)
The funniest adventure you'll ever play.

Best Sports Game

Ballblazer/Activision (C64/Atari/Spectrum)
A furious futuristic sports game that gets the adrenalin going.

Winter Games/US Gold (C64)
Brilliant game. Excellent value for money.

Racing Destruction Set/Ariolasoft (C64)
Build the tracks and destroy the customised cars.

Revs/Acornsoft (BBC)
The best racing simulation.

Way of the Exploding Fist/Melbourne House (C64/Spectrum/Amstrad)
Explosive kung-fu action all the way.

Best Strategy Game

Archon/Ariolasoft (C64/Spectrum/Atari/Amstrad)
Brings the chess board to life with fantastic creatures and magic spells.

Crusade in Europe/US Gold (C64/Atari)
The ultimate computer wargame?

Theatre Europe/PSS (C64)
Conflict and controversy on a nuclear battlefield.

Best Platform Game

Monty on the Run/Gremlin Graphics (C64/Spectrum)
Addictive action and superb sound.

Wizard/Ariolasoft (C64)
A magical game that features different spells per screen.

Impossible Mission/US Gold (C64/Spectrum)
The game of deadly robots and fiendish puzzles.

Best Arcade/Adventure Game

Wizardry/The Edge (C64)
Monsters and magic in 3D rooms.

Doppleganger/Alligata (Amstrad)
3D action with a split personality.

Frankie Goes to Hollywood/Ocean (C64)
We think the games better than the group.

Knight Lore/Ultimate (BBC/ Amstrad/Spectrum)
The ultimate, Ultimate game.

Best Arcade Game

Death Star/Superior (BBC)
A fast and furious fight for BBC owners.

Elite/Acornsoft/Firebird (C64/Spectrum/BBC)
Perhaps the game of the decade.

Gyroscope/Melbourne House (Spectrum/C64/BBC/Amstrad)
Addictive action to get you in a spin.

Tau Ceti/CRL (Spectrum)
A true megagame.

Coin-Op Machine of the Year

Marble Madness/Atari

Paperboy/Atari

Hang On/Sega

Commando/Capcom

Important

Please remember when you fill out your voting form that the nominations are just a guide to help to jog your memory. However if you wish to vote for another game you must ensure that it, or a conversion of it, was released in 1985.

Computer Gamer 1985 Awards, ASP Ltd, No 1 Golden Square, London W1R 3AB.

Please either tick (only) one nomination or write one game title for each category.

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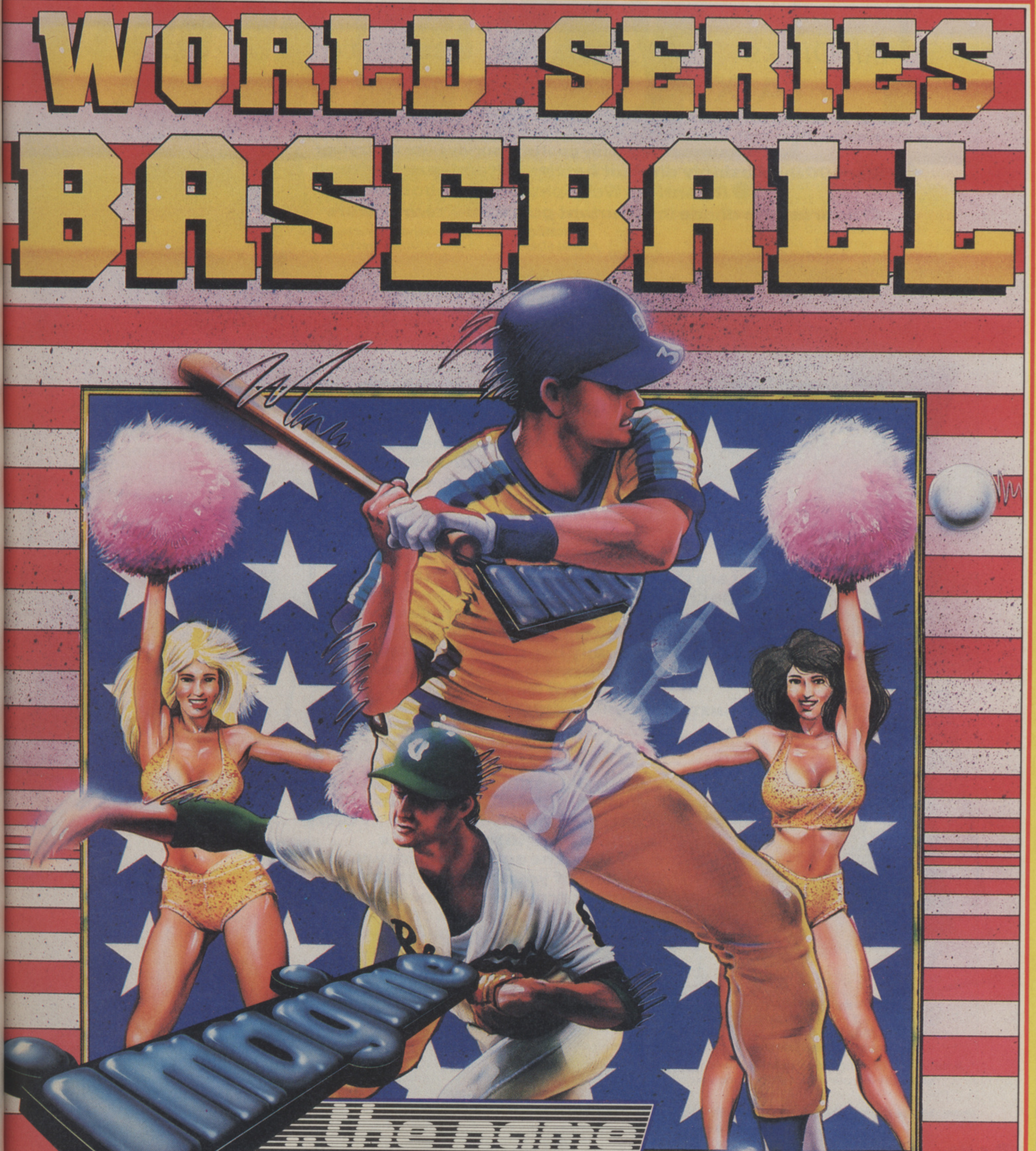
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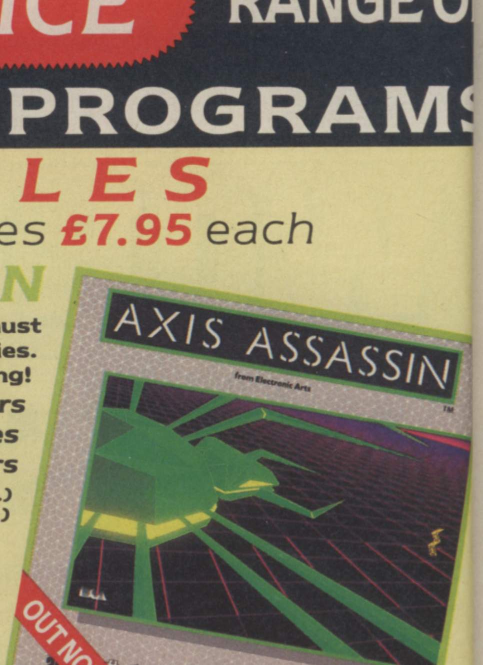

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- ***Relentless Web Spinners***
- ***Robot Drones***
- ***Spores who divide into mutant guards***
- ***Xterminators***

COMMODORE 64 *(Disk and Cassette.)*
ATARI *(Disk – coming soon on Cassette.)*

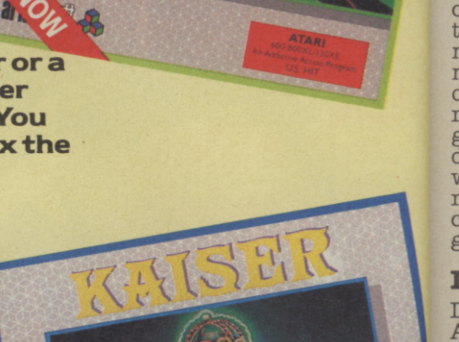
D-BUG

D-BUG
from Electronic Arts
OUT NOW
ATARI

D-Bug is a game within a game in a computer within a computer. There you are playing an action/strategy game called Gotcha! against the computer or a friend. Suddenly, the D-Bug computer operating the game breaks down. You must then discover the fault and fix the 'Bug' causing the problems.

COMMODORE 64 *(Disk and Cassette.)*
ATARI *(Disk – coming soon on Cassette.)*

KAISER



Imagine yourself in the year 1700. You are the ruler of a small German province. You manage crops and estates and you lay down all the economic and social laws. The more successful you are, the higher you climb in the hierarchy of the nobility, gradually becoming more and more powerful, in order to take control of the whole of Germany as the Kaiser.

AMSTRAD *(Cassette.)* **COMMODORE 64** *(Disk and Cassette.)*
ATARI *(Disk and Cassette.)*

SAUCER ATTACK

SAUCER ATTACK
OUT NOW
COMMODORE 64

Alien flying saucers are attacking Washington D.C. Your job is to destroy them by firing energy balls at them. Unlike most games however, the saucers score each time one of your fireballs misses. You must score enough points to get a chance of knocking out the mothership and save the city – happy fire-balling!

COMMODORE 64 *(Disk and Cassette.)*

BUG BLITZ

bug blitz
OUT NOW
COMMODORE 64

Your mission is to find and destroy an army of mutant bugs who have made their homes in caverns deep beneath the planet's surface. A labyrinth of dangerous tunnels leads you down to these caverns which you must negotiate skillfully in your spaceship. Once you've destroyed the bugs in a cavern, you must return through the tunnels to the planet's surface.

But beware – the surface itself is not safe – it's covered with a network of randomly pulsing energy fields that can easily destroy your spaceship.

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HIGH PERFORMANCE PROGRA

HINTS

Our popular hints section returns with help for players stuck in Doppleganger, Hacker and Death Star.

by Mike Roberts

Three recent games are covered this month, two of them being reviewed last month and the other this month, and they are all done by the reviewer that reviewed the games — this goes to show what we really do play the games before we write about them, quite a radical policy amongst computer magazines in the games field!

Doppleganger

Doppleganger for the Amstrad, reviewed last month is a challenging 3D action/problem solving game with the unique twist of having to manoeuvre two characters around the game. Some doors between rooms can be crossed by both characters and some by only one of them.

The game is based on a five by five grid, and it is best to map it out in a diamond shape, due to the perspective of the game. The start screen will therefore by the lowest room and the recharge room will be in the centre of the 25 rooms (remember this room). The recharge room is the only place where you can replenish the hourglass that goes down with remarkable rapidity. Also it is only your main character (not the ghostly alter-ego) that can get replenished. This means that in the early stages of the game it is wise to leave the main character on a recharge spot and let the alter-ego do all the foraging, so if the hourglass gets a bit low you can just switch back to the character in the recharge room and your energy is back again.

Next you need to go about getting the keys to the four rooms that have locked doors. To do this you must also get certain objects to get past the nasties that are after you.

The first hazard that is likely to cause problems is the spiders, these tend to ignore you when you are carrying the shield, so it is a good idea for the main character to be carrying this object when she is sitting in the recharage room in the early stages of the game, as here there is a danger of the spiders moving in on you.

The mirror is used to guard against the medusa, though the medusa looks more like a skeletal monk than the mythical gorgon.

One room has what looks like a green key in it, this is not in fact a key but a dummy key, there is one room that has a real green key in it, though as soon as you take it the room fills up with water and you drown. Dropping this false key before hand means that the room is conned into not flooding.

The candle is used to get another key that is guarded by a snake. You cannot see the objects in that room as it is dark, dropping the candle means that the room is as visible as any other.

Unfortunately, I haven't got much further than this so from now on you are on your own.

Death Star

Death Star from Superior Software (and originally written by Atari) is one of the best 'zap' games that I've seen for the beeb in a long time. The instructions are very explicit and useful, but they don't tell you the whole story. In fact Death Star resembles a zap game only superficially, after playing it a couple of months you begin to realise that there is a bit more to it.

The main antagonist in the game is the Deathstar itself. This gets built up by 20 pieces that are brought to it by the workers. Until all 20 pieces are together the deathstar will not attack you, however as soon as it is built it will start its attack run, and keep it up until it is destroyed — no matter how many bits are left.

The Deathstar, as previously mentioned, is built up by the workers, these are the red aliens. Other than this they are totally non-antagonistic. They build up the Deathstar by two methods, collecting crystals that you mine, and collecting crystals that the warriors mine. These are mined by shooting the planetoids that float about, either you can shoot them or the warriors shoot them. The crystals can then either be collected by you to make one starbomb per crystal collected, or by the workers to make one Deathstar piece per crystal.

This is not the only thing that the warriors do, in fact their main interest is destroying you. They shoot streams of very small billets, that can be mistaken for crystals to begin with — but you soon learn to tell the difference!

You have to watch the warriors very carefully as they have moveable turrets on the top of them, this means that they can fire in a different direction to what they are going — very sneaky.

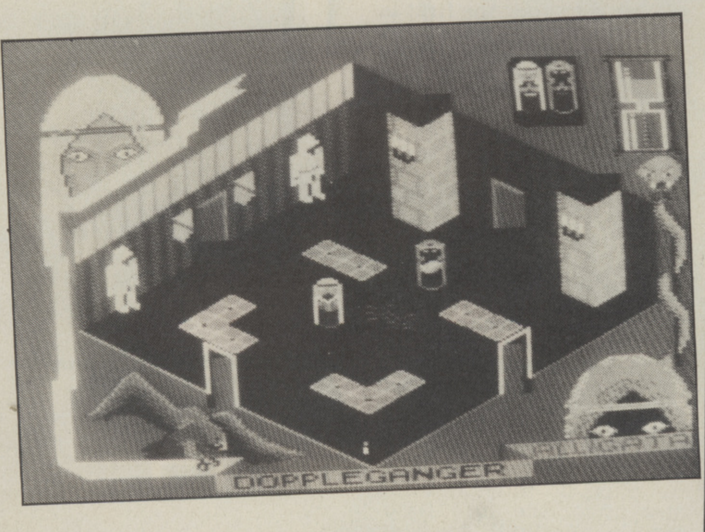
When you are collecting crystals there are certain techniques that should be used to collect vast numbers of them in batches rather than chasing around the screens trying to pick up individual crystals.

You will notice that your ship travels a bit faster than the planetoids, and when you bash into them you bounce off at a speed relative to your combined speed of impact.

The result of this is that you should make your vector (speed and direction) the same as the planetoid's, and position yourself behind and slightly above the rock.

You should then gently bounce along behind the rock, and unless a warrior starts to tail you (very unlikely) you are fairly safe from attack.

The real point behind this maneouvre is that when you fire from this position, ALL the crystals that are released by the planetoid are instantly absorbed by you before they are expelled into the worker ridden space. This



means that on a good rock you can fill up your bomb bay in about 15 seconds, leaving you free to rack up points by shooting the workers, warriors, Deathstar etc.

When you have loaded up with bombs and the Deathstar has started to come after you it is time to get into Deathstar destroying mode. You will notice that you only score hits when the Deathstar is on the screen when it is hit, so it is in your best interests to keep him close on the screen. This poses one or two small problems as you go a lot faster than him and will soon lose him in a straight race. However, if you zig-zag at an appropriate rate you will be able to keep him in your 'sights'. The main problems with this strategy is that if you make contact with any other object you will slow down, and before you can accellerate to operating speed again the Deathstar will get you.

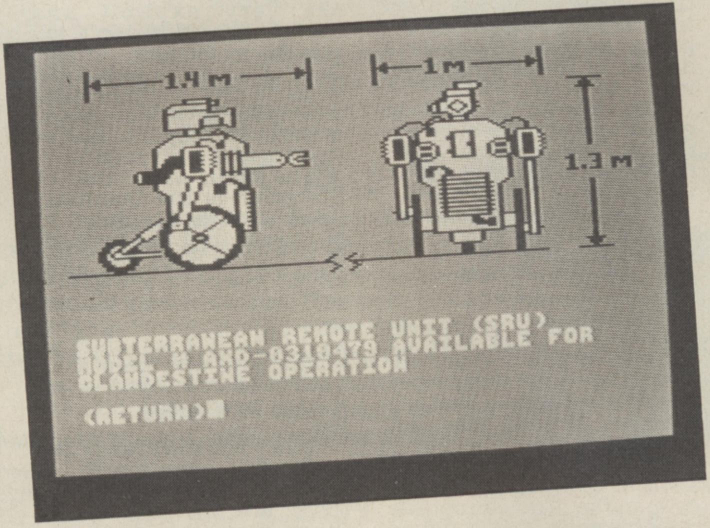
So the solution is to make short zig-zagging passes across the Deathstar releasing half a dozen bombs on each pass, you should also avoid all contact with other objects.

After the demise (hopefully!) of the Deathstar, you will go onto the 'bonus' section. Most players don't realise that it is a bonus section, because it seems like a flight to the next screen, but you can score points on it.

As you fly away you should face away from the direction of travel and rotate from side to side spraying shots to each side of you (looking along the direction of travel). This should wipe out a few nasties as you go and rack up some points. The exception to this is that if you get planetoid directly in front of you then you should fire a burst up ahead as this will mean that you have less crystals to collect on the next screen — this is especially important on the screen known as 'the void', but I shall leave that to you!

Hacker

Hacker from Activision is reviewed this month, but as the game comes with no instructions saying that a real-life hacker would procede by trial and error. As the game is absolutely nothing to do with hacking at all, though as a game in its own right it is very good, I feel perfectly justified in telling you how to play it!



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SUBTERRANEAN REMOTE UNIT (SRU)
MODEL H AKD-0310479 AVAILABLE FOR
CLANDESTINE OPERATION

(RETURN)■
```

The initial start up screen is made to look like a terminal that you have to break into, the truth is that there are only two options available to you, the first is typing in the password (that becomes available later) or by dropping into the main game — no skill at hacking needed at all, in fact it is impossible NOT to get into the 'main computer'. However typing in the password gets you past the spiel on the scenario which is well worth missing.

If you do want to go through the spiel you will come to the check on the robot that does all your dirty work (this is remarkably similar to a game called Hacker 2000 that was released a year or so ago that used a little robot going through a computer complex, ho hum, nothing new under the sun I suppose....). You have to position a cross on various parts of the robot and press fire to check them, this is fairly simple to guess at and shouldn't take more than a few minutes to work out, however, remember that the hydraulic motivator is hydraulic, that Magma is a limited company, and the serial number of the robot, as they are needed later on in the game.

You also need the main password, this is the same as that which is featured at the start of the game so it is good to get it quickly, a sign on message at the start of the game informs you that the password has been changed to the name of the location of the test site. The only way to find this is to travel the tubes until you get a message telling you that it is a restricted area and you have been disconnected. It is this location that is the main password.

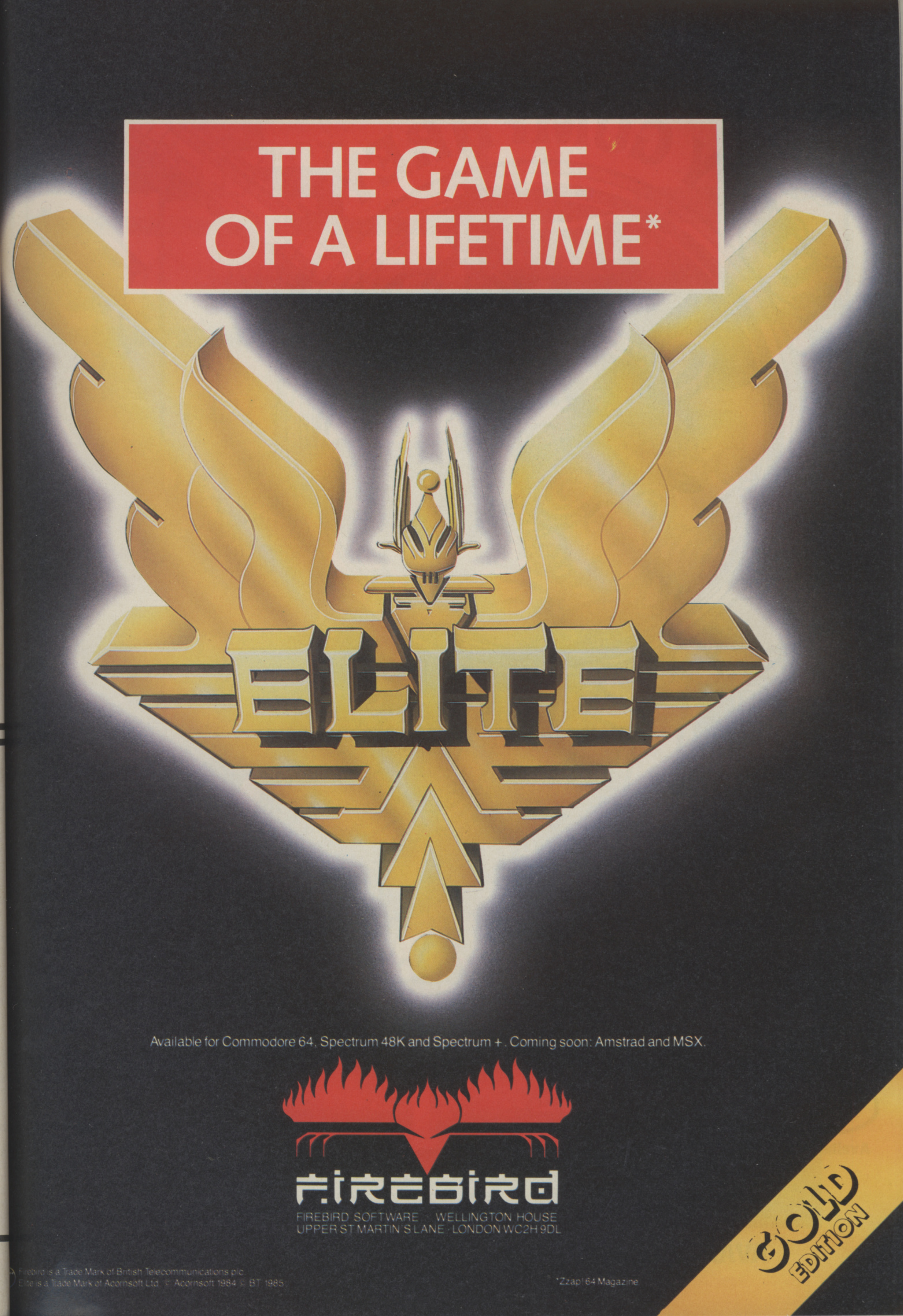
When you select the time zone, ignore your present time and wiggle the joystick so that the least number of terminals remain in the dark zone, this is so that when you get to the surface you don't have to turn on your infra-red sight. Whether it is light or dark does not affect the outcome of the game and turning on the IR vision just takes up time that could be valuable as there is a time limit on the game.

When bartering for information you must plan the right route and pick up the correct items to barter with. I shouldn't give to much of the game away, but more than one spy will accept the same bribe — the order you use is very specific.

I wish you luck, this game takes a lot of mental puzzling, but not a great deal to do with hacking — if you want to do that you should stick to Prestel and NASA like everybody else!

Remember send all hints and tips to:

Mike Roberts
Hints
Computer Gamer
1 Golden Sq
London W1R 3AB



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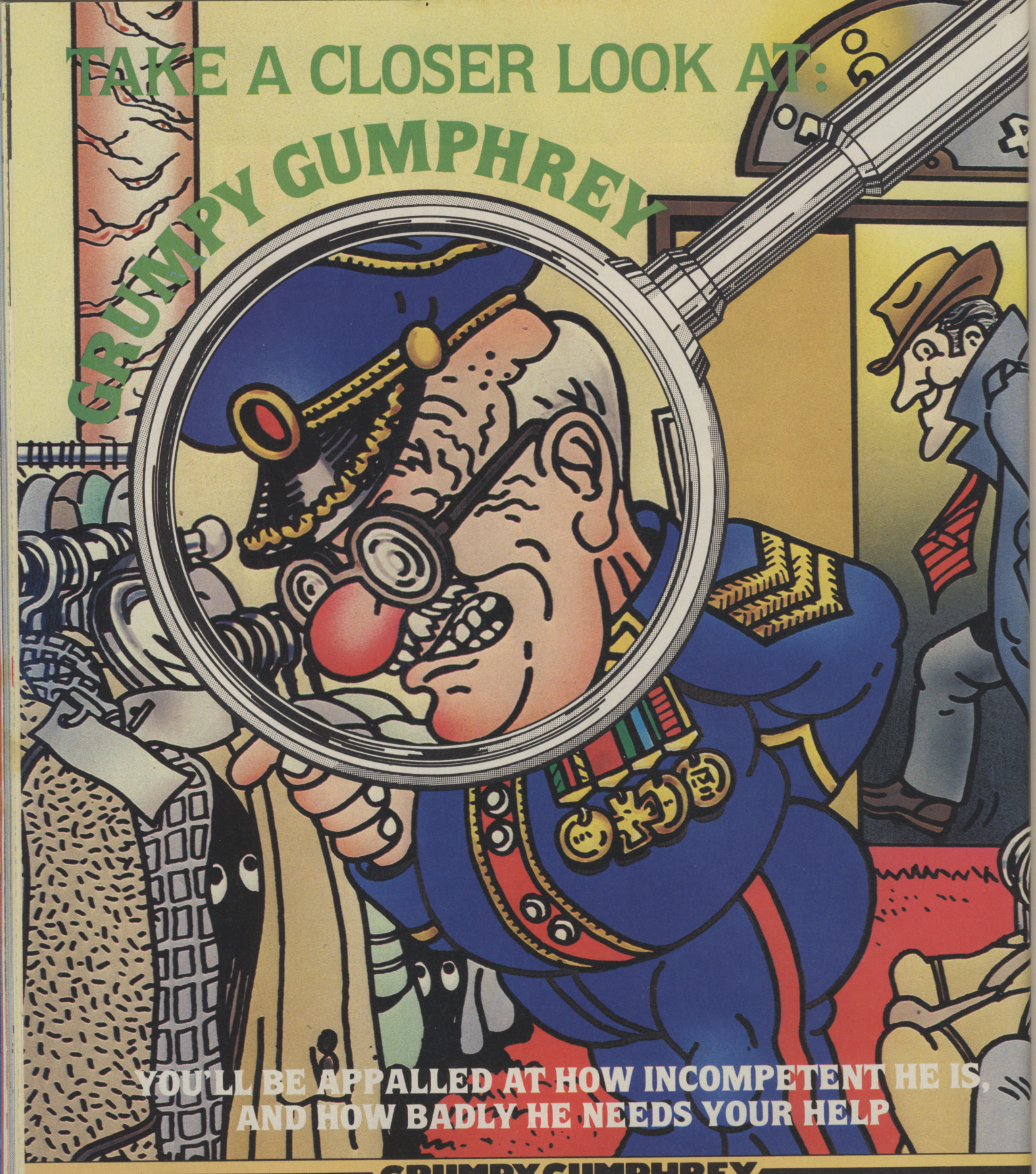
*Zzap! 64 Magazine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AND HOW BADLY HE NEEDS YOUR HELP

GRUMPY GUMPHREY

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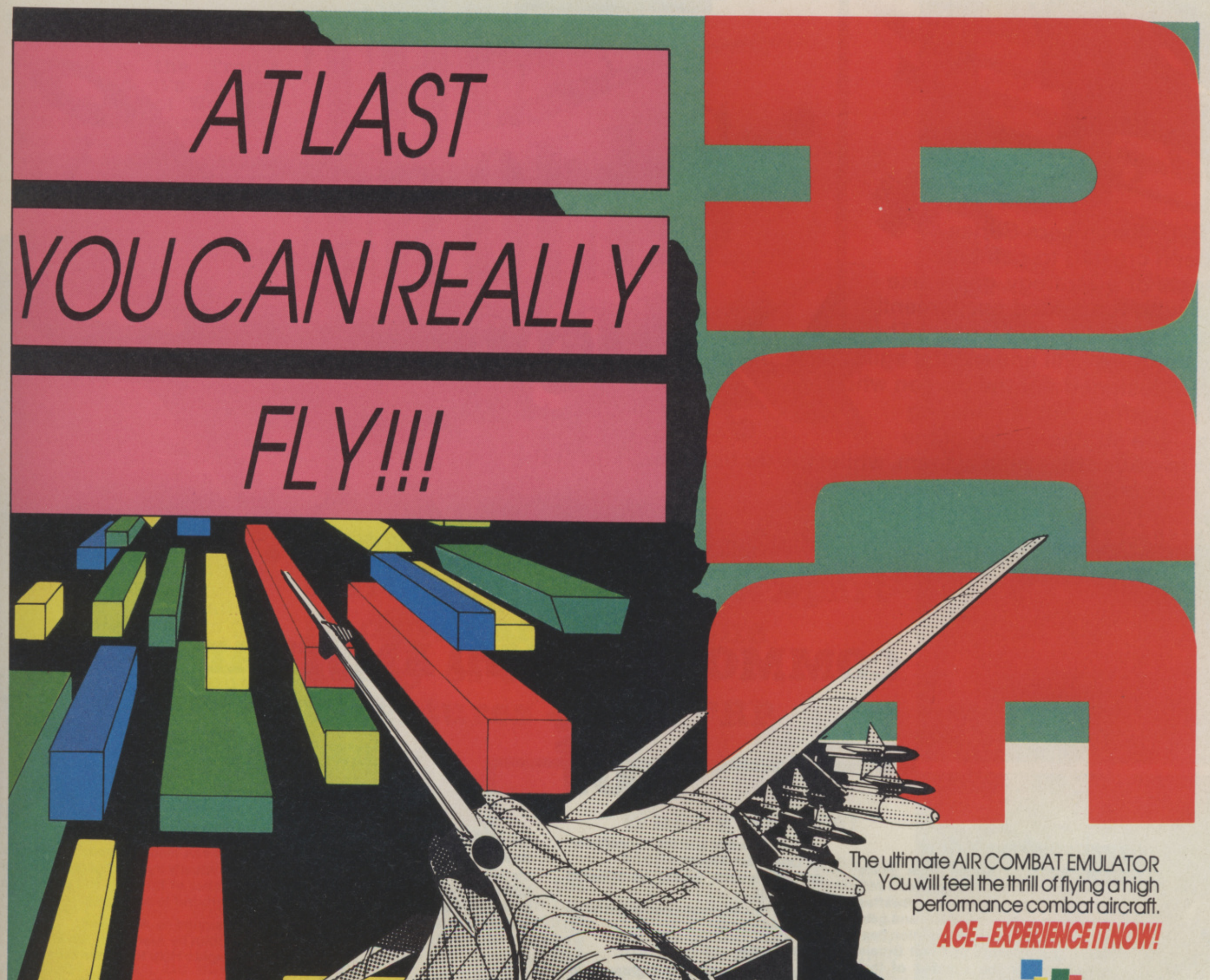
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The PSS Wargamers Series has been created to combine elements of a strategy game like chess with the added excitement of graphic arcade sequences. The games require skill and mental agility and are designed for the person who wants a serious but stimulating game. The strategic level of the game is played on a map system, whilst the tactical elements of the game can if wanted be played in an arcade style.

COMMODORE AND AMSTRAD

BATTLE of BRITAIN

JOYSTICK REQUIRED

THE SCENARIO

The Battle of Britain took place between July and October of 1940, and was the German Luftwaffes attempt to defeat the R.A.F. and gain air superiority prior to Operation Sealion – the invasion of Great Britain scheduled for the summer of that year.

The ensuing battle has gone down in history as one of the most courageous of WWII culminating in the defeat of the Luftwaffe and the cancellation of Operation Sealion.

In the famous words of Winston Churchill:

"Never has so much been owed by so many to so few"

The Game

You are in control of Fighter Command and the computer simulates the operations room. Your task is to deploy your aircraft against the incoming squadrons of the Luftwaffe, whilst bearing in mind the problems of limited flying time, ammunition, available landing strips and the size of the incoming force. You can also test your arcade skills by actually flying a Spitfire in air to air combat or firing an anti aircraft gun in ground to air battles.

Designed by Alan Steel
Written by Alan Steel, Ian Bird
Graphic Help from Paul Hutchinson

Battle of Britain will soon be available for Atari & Spectrum.

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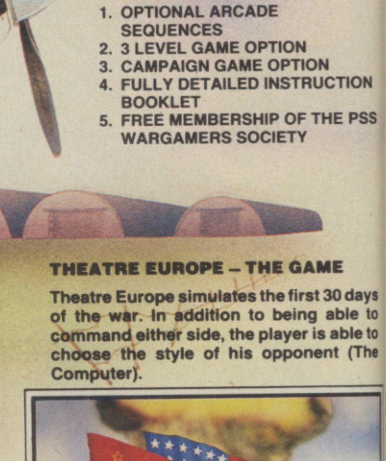
'Battle For Midway' puts you in command of the US Pacific fleets six months after the attack by the Japanese on Pearl Harbour.

THEATRE EUROPE – THE GAME

Theatre Europe simulates the first 30 days of the war. In addition to being able to command either side, the player is able to choose the style of his opponent (The Computer).



WARGAMERS
SERIES

BATTLE FOR MIDWAY
Computer & Video Games
– Commended by its readers for Best Strategy Game at the Golden Joystick Awards 1985

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THE TROLLS TAVERN

Hail & well met!

Welcome to the Troll's Tavern, and it's a very special T.T. too! We have more reviews, more letters, more everything in this issue — a special Christmas present to adventurers everywhere — what a fine bunch you are!

You will also see that we have a bumper crop of help and hints for you to feast on — hopefully they will help stop you getting stuck in the latest adventure you got for Christmas!

I've already got my Christmas pressy — a brand new Amstrad PCW8256 word processor — and very happy I am with it too. And now that I can prepare reviews and articles much quicker and larger than before, I shall be pushing the-nice-one-who-should-be-obeyed (ie the Editor) for some more space each month!

Starting this month is the first part of a two part in-depth article about the father (or is it older brother) of computer adventuring — Fantasy Role Playing, hope you like it.

Simon Martin Clarke starts the first in a two-part in-depth article on the daddy of computer adventures — The FRP game.

Many years ago, or so legend has it, a man by the name of Crowther was sat on his porch, soaking up the radiant Californian sunshine, when he started watching his children playing on the front lawn. They were chasing each other around, and were pretending that they were Wizards, Goblins, Knights, and every other character that was common for children to fantasize about in the days before "Star Wars" and "Battlestar Galactica".

Every now and then, whichever child was being chased would turn around and pose a problem, for instance:

"I run into the room and close the big door and lock it with the secret key."

The second child would pause for thought, then say,

"I wave my magic staff and the door blows up!"

And off they would charge again.

When Crowther stopped them to ask them what they were doing, they told him they were playing Adventure. Shortly after that, Crowther, along with a programming colleague called Woods, began work on a computerised version of adventure, called "Colossal Caves". The rest, as they say, is history.

As you can see, the dungeon masters job is not an easy one. The whole framework of a role playing game depends on the DM being able to cast an intricate web for the players to become entwined in. A dungeon master is a master craftsman, capable of weaving an enchanting fabric, light years beyond your imagination. If you can find a game where the DM is very experienced, then you will soon be embedded in a game the like of which you have never experienced before. Computer adventures don't even come close to the thrills and excitement that await you when you play a really good FRP game.

The More the Merrier!

The more people you can assemble for an FRP game the better. The minimum is really four, not including the DM. It is possible to play with only two players plus the DM, but you cannot really get any great interaction when it is only 'one to one'.

A game can last days, even weeks, depending on how many players there are, and just how much depth the DM has placed into the game.

What a Choice!

Although role playing began with players acting their fantasies out in dungeons and magical lands, it did not take long for this to branch out into many other areas. One of the most popular trends now is role playing games based on popular films, books, comic book heroes, or television series. To give you an example, you can now be "Judge Dread", "Dr Who", "Captain Kirk", "James Bond", "Winston Churchill", or a hundred and one other famous figures, both ficticious and real.

There really is no limit to the type of game you can play.

The galaxy really is your oyster.

Next month, we conclude this article with a look into a few of the many FRP games on the market. We will also be taking a look at some of the many accessories available for FRP players, and seeing how they can be used to help the computer adventurer.

May I, on behalf of myself, Gordon, and everyone else involved in the writing and compiling of The Troll's Tavern, wish you all a very merry Christmas, and an adventurous New Year.

Have a great Christmas,
Simon Martin Clarke

Starforce Trooper

by Tony Hetherington

Delta Minor is in trouble.

An alien ship docked in it's major starport 2 stellar days ago. The usual cortesies were followed but the Grade 12 Ambassador that was sent onboard never returned. His life signs are still registering on the bio computer but at a lower level.

Now an ionic device has been detected, and its set to explode.

The ports battlecruisers are helpless as a single photon torpedo would detonate the ionic device.

Naturally the Deltans call the Starforce and they send you — a Starforce trooper.

This is normal as the Starforce have more important things to do, such as run half the galaxy, than save Delta Minor. Besides it may be all a Deltan plot to embarrass the Force and you are, of course expendable.

How to Play

All you need to play Starforce Trooper is a laser rifle, 3 stun grenades, communicator and standard trooper toolkit, (all supplied) plus a pencil and paper and a six sided dice.

Unlike the other Heroic Warrior adventures that we have featured in the Trolls Tavern, Starforce Trooper doesn't have a combat system. This is because you

Starforce Trooper

are either hit by say a laser bolt or you escape. If you're hit, you die — it's as simple and as deadly as that.

Consequently the dice is used for a different purpose and is used to add a little uncertainty at key places.

However the actual game system remains the same. After each paragraph which describes your present location and predicament you are given a series of option which guide you to other numbered paragraphs. These all run down the adventure pages of this issue.

Try not to read any other paragraphs than the ones you are directed to or you will spoil the challenge of the game.

Good luck in your mission. Trooper. Go to 1.

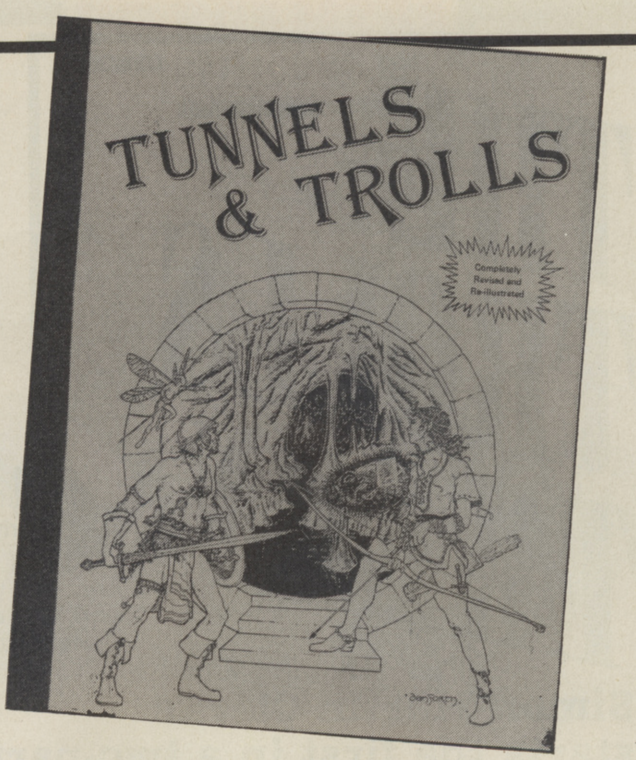
1) You arrive on Delta Minor by a scheduled Transporter stop and are beamed down to the surface where you are met by three dignatories.

After formal greetings you are briefed and given the co-ordinates to use in their transporter that will beam you onboard the ship. They then quickly excuse themselves and leave you to get on with it.

You noticed their uneasy attitude towards you but this may be due to your imposing appearance. Then again it might not.

If you wish to beam onboard the ship go to — 32

If your suspicions have been aroused and you want to cross check the coordinates with Starforce Central go to 11.



At about the same time another craze was sweeping across America, based more closely on the children's games than the computer versions were. It was known by many names, the most common being Dungeons and Dragons.

The ideas of games like D & D were quite simple. Several players took on characters of their own creation, or were sometimes given them. At the start of a game each player would roll dice, and from these random numbers attributed to their character varying types of qualities. These qualities would be weighted, in that if the type of character chosen was a Warrior, then the amount calculated from the dice throw for the strength and fighting abilities would be increased by a certain factor. If the player's character was a Magician, then obviously that character's dice throw for magical strength would be increased, and so on.

The main categories for each character was as follows:

Strength
Fighting ability
Stamina
Dexterity
Magical ability
Charisma

After a while, of course, this list was expanded to enable an even greater depth of character to be created.

Once a character has been created, and a suitable name had been found, then the storyline of the game would be laid down by a very special player, called The Dungeon Master. The DM's job is to layout the storyline, and act as an impartial referee throughout the game. He would also be in charge of the introduction and actions of any other characters that he wishes to bring into the game, under his control, to help or hinder the 'real' player's characters. It may sound complicated, but essentially the DM can be thought of as the adventure program inside your machine when you play a game. The DM controls the environment, and everything else in the game — he is, to all intents and purposes, God.

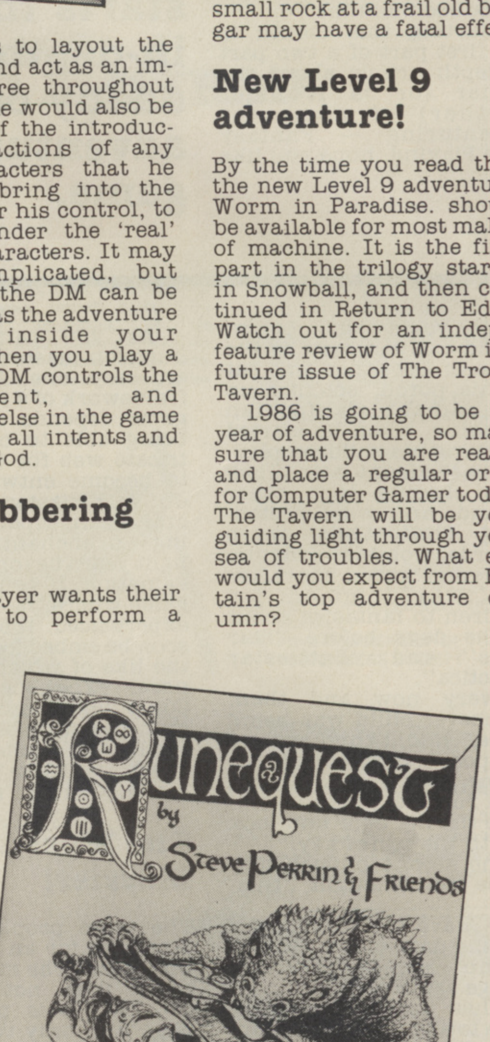
It's Clobbering Time!

When a player wants their character to perform a task, then it is up to the DM to work out whether the character is capable of doing this task, and if so, what effect it would have. The DM has a comprehensive set of rules and 'event tables' at his disposal, which he will constantly refer to throughout the game. He will also need to roll dice to inject some degree of luck into the characters actions (including the games built-in characters, under the DM's control). If a fight is to take place, then a 'hit-table' is refered to. A hit table contains details of the effectiveness of certain weapons, when used by certain types of characters, against other characters. For instance, it would be virtually useless to try clouting a Warrior over the head with a wooden stick, as the thick-headed moron probably wouldn't even feel it! Whereas throwing a small rock at a frail old beggar may have a fatal effect.

New Level 9 adventure!

By the time you read this, the new Level 9 adventure, Worm in Paradise. should be available for most makes of machine. It is the final part in the trilogy started in Snowball, and then continued in Return to Eden. Watch out for an indepth feature review of Worm in a future issue of The Troll's Tavern.

1986 is going to be the year of adventure, so make sure that you are ready, and place a regular order for Computer Gamer today! The Tavern will be your guiding light through your sea of troubles. What else would you expect from Britain's top adventure column?



In Camelot one of the players plays King Arthur who may recruit the others to help in his quest. In the Causes of Chaos your job is to retrieve your countries Crown Jewels. This you might achieve, with a little help from your friends.

Darkness of Dawn will be a C64 adventure but curiously without text or graphics. Apparently the game is played entirely through sound.

CRL were keeping very quiet about this but we'll let you know as soon as we hear some more details.

In ID your Spectrum has been possessed by a passing alien. The aim of the game is to simply talk it out.

By talking to it you will gradually help to bring back its memory and "reform its personality"!

If you think that's weird then wait! CRL have a treat planned for you. Next year they hope to release the Rocky Horror Adventure Show which is being written as a story by Richard O'Brien before its conversion to a computer game. All CRL will say to date is that it will be "an audience participation game".

Infocom's Spellbreaker

Infocom's fans everywhere will be attacking their piggy banks again with the news of the release of another adventure.

Spellbreaker is the final part of the Enchanter trilogy that continued with Sorcerer.

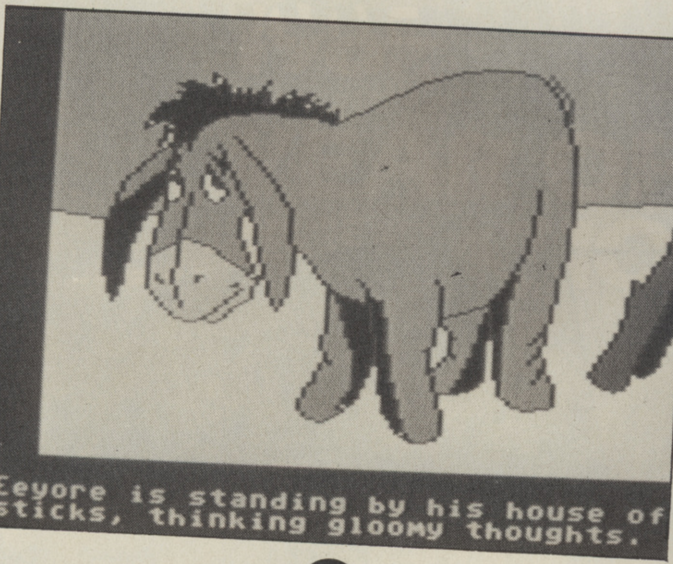
The game is expert level and includes some of the most complicated puzzles in the series and even allows the player to add to the games vocabulary.

The packaging will be the usual incredible Infocom standard and include the Enchanters Guild pin, Enchanter trading cards and a special crisis edition of the Frobozz magic equipment catalogue.

Spellbreaker will be available in C64 and Atari formats and will be imported for around £40 a copy. That may seem a lot but it's worth remembering that all of Infocom's previous adventures (16 in total) have reached the top ten in the American charts.

US Gold

US Gold continue their range of All American Adventures with the release of Lucifer's Realm and Mission Asteroid that are reviewed in this issue and one based on the adventures of Winnie the Pooh.



Eeyore is standing by his house of sticks, thinking gloomy thoughts.

Lord of the Rings

The first part of this long awaited adventure is nearing completion and should be available just before Christmas.

It will be supplied on 2 cassettes in a video box along with a 32 page instruction booklet and a copy of the fellowship of the ring.

The pack will be available for the C64, Spectrum, Amstrad and BBC B computers and will cost £15.95.

Look out for an indepth review of this multi-player adventure soon in the Trolls Tavern.

Coming soon from CRL

CRL are set to launch four adventures and they are planning a fifth.

The Causes of Chaos and Camelot are both multi-player adventures in which up to eight adventures can explore at once. To add to the fun the players don't all start in the same location.

Tunnels and Trolls

If you enjoy the Heroic Warrior adventures that we feature in the Trolls Tavern then you should look out for a new range of game books to be released by Corgi Books.

They are to be based on the Tunnels and Trolls roleplaying system with the first six of a staggering 22 book series to be published in December.

Corgi also plan a series of gamebooks by Gary Gygax who perhaps started it all by writing a game called Dungeons and Dragons.

Finally if you can't wait for those then why not try Dragon Warrior which is available now.

D & D on Hard Disk!

Filmtrax, a music production company specialising in the generation of music for films has released, what they call, the first concept album of its kind.

Called First Quest — the music, the double album is designed to be played while you D and D away or alternately when you are playing your favourite fantasy adventure game.

The album is backed by TSR, the originators of D & D, and features artwork from the series of games on its cover.

As a bonus, the inner sleeves of the record have the scenario of a special dungeon written around the concept of the album and designed by Gary Gygax himself — the originator of Dungeons and Dragons.

The music itself is described as 'contemporary rock, with lots of other bits as well'. The music is all instrumental with each track having a narrated introduction with a particularly sinister turn of phrase. These refer to the game that's given in the album. Though they are suitably general not to destroy the effect of the album.

The cat number for the disk is DRAGON 1, cassette DRAGON C1, compact disk will be available in the near future.

Starforce Trooper

2) A foul stench fills the air as they are fried.

As your head clears you notice the surroundings you are in. The walls of the ship are covered in a luminous moss, the floor is filthy and a dim yellow glow is emitted from the roof. The moss is broken by a red, yellow and green band that stretches the length of the room.

There is a door at the end of the room and a large hatchdoor in one wall.

To listen at the hatch go to — 33.

To open the hatch go to — 24.

To go through the door go to — 34.

3) Suddenly the room begins to fill with a thick guey gunge. Luckily you manage to remove the grill and clamber into the passageway before you meet with a sticky end.

Go to 5.

4) The room is similar to the others but this time it has a yellow, green and red stripe. There are two doors opposite and an opening halfway up one wall.

Suddenly your senses yell ambush as the doors open and yapdirs swarm into the room.

If you want to throw a grenade go to — 7.

If you want to try and fight you way to a door go to — 28.

If you want to take a risk and dive through the opening, go to — 37.

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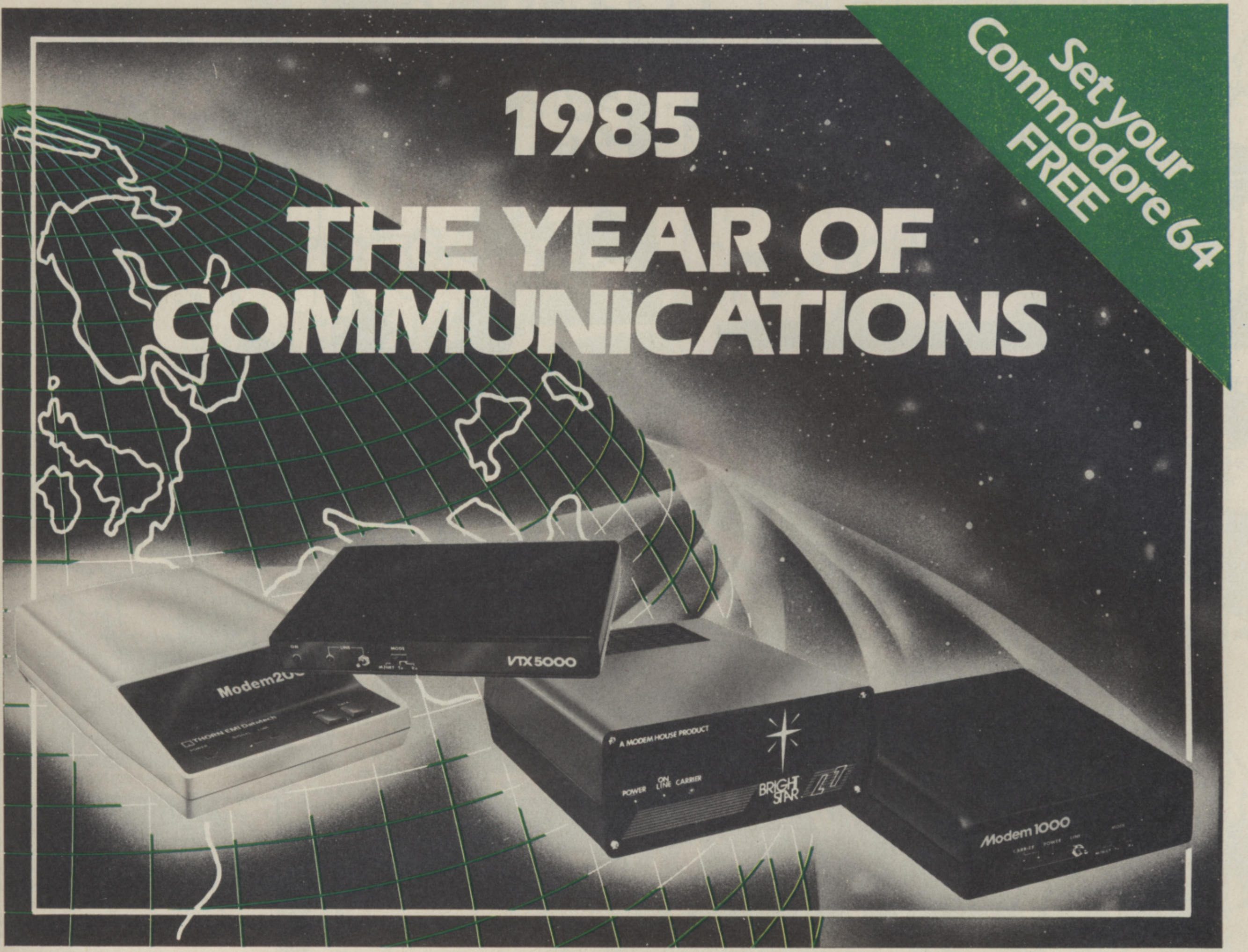

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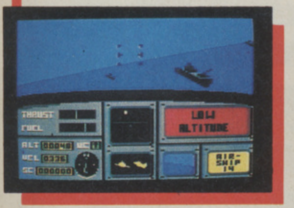
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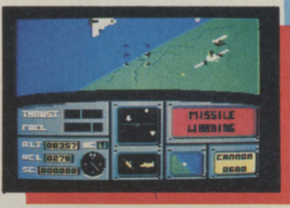
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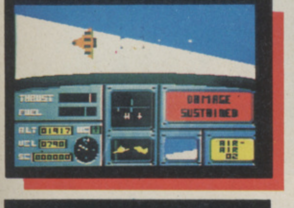
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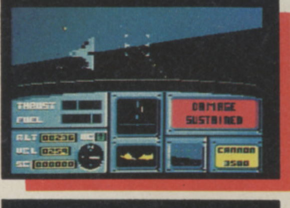
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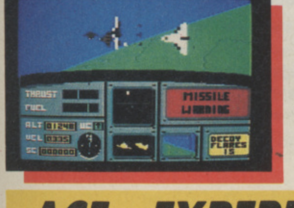
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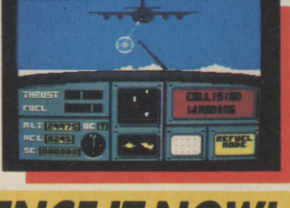
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Spanning 152 screens and 3 levels, Robot Messiah is a sensational arcade adventure, rich in atmosphere and tension which is sure to be the hit this Christmas.

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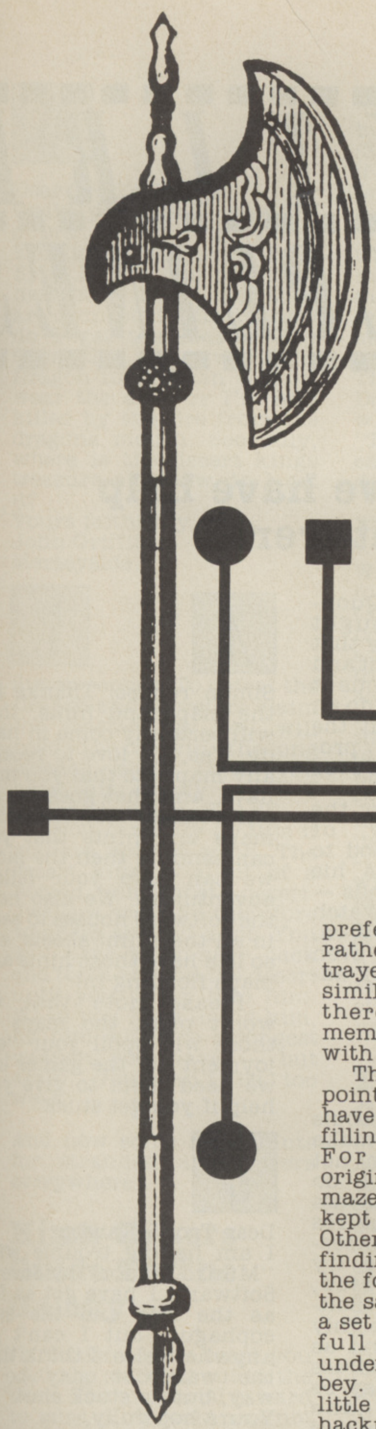
Dungeon Dressing

Gordon Hamlett shows you how to amaze your friends in your own adventures.



"You are in a large, dry, dusty cavern with exits to the north, east and south". "Go east". "You are in a maze of twisty passages all alike". Nothing is guaranteed to annoy an adventurer more than getting caught in one of these fiendish little devices. This month, I want to take a look, at mazes and other ways of getting your adventurer lost.

The first problem concerning mazes, is whether or not there should be one at all. If you have set your game in a mansion, it is difficult to see where you could logically fit one into the scheme of things. Forests or deserted mines on the other hand are ideal settings. I don't happen to like mazes set in deserts but that is just personal preference — I would rather see deserts portrayed on a 20 × 20 grid or similar but realise that there are considerable memory problems involved with this.

There should always be a point to a maze — don't have one just for the sake of filling in a few locations. For example, in the original colossal caves, the maze was where the pirate kept your stolen treasure. Other possibilities could be finding your way through the forest in order to reach the sacred druids' grove or a set of catacombs (tunnels full of dead bodies) underneath a ruined abbey. Try to avoid "twisty little passages" — it is a bit hackneyed these days.

The time honoured way of getting out of a maze is to drop items at each new location. As designer of the maze, here are a few ideas that will give your players some extra food for thought.

- Have more locations than the number of objects you allow your player to carry. This involves several trips into the maze.
- After a certain length of time in the maze (measured in number of moves) have a thief steal some of the objects (as in Zork) or a mischievious imp swap a few items around.
- Cover the ground with a swirling mist so that the player cannot see what he has dropped.
- Have a semi-solid ground such as a swamp or quicksand so that any objects dropped sink immediately.

Remember though, that it is all too easy to make things impossible for the player. There must always be something to help him through the maze. For example, if he wanders into the marshes unaided, then fair enough, he is on his own, but give him the chance to find a map or hire a guide.

Mazes are not the only ways of getting people lost. You could have a room that teleports you, either to a predetermined destination or on a random basis to a new location. Or, as used in Zork II, a circular room which has eight different exits but which spins around when you enter it so you are never sure which way you are going. And finally, don't be afraid of using misleading signposts or notices or how about identical twins, one of whom always tells the truth, and the other one always lying.

Weighty matters

How do you decide what your player can carry? There are various methods available to you. The simplest is to allow them to carry whatever they want. Unfortunately, this is also the least realistic. The method most commonly used in today's adventures is to allow the player to only carry a certain number of objects. This number may be modified if for example you find a belt of giant strength as in Level 9's Dungeon Adventure. Whilst this works well in practice you can get very annoyed when the program won't let you pick up a handkerchief when your hands are already full of book, a lamp a gem and box of matches but does allow you to take a plank of wood when you are carrying a barrel, a sack of gold and an inflated rubber dinghy.

The solution is to assign every item a weight or encumbrance rating and give the player a limit as to how many units he can carry eg 1000. Thus a handkerchief may use up one or two units whilst a six foot plank of wood may "weigh" six or seven hundred units. The value assigned to objects should take into account their bulk as well as their weight. The dinghy might have a value of 200 normally but 400 when inflated as it is a lot harder to carry about even though it weighs more or less the same. Only a small point you may say, but it all adds to the atmosphere of your storyline.

Starforce Trooper

5) You come to a T-junction. After consulting an ionic detector in your toolkit you take the left fork when you suddenly see something big coming your way.

Roll a dice.

If the result is even go to — 27.

If it is odd go to — 18.

6) You congratulate yourself on your powers of logic as the door slides open. Confidently you enter the room.

Go to 4

7). You realise that you haven't got any grenades left as the yapdir's cut you down.

8) You fumble blindly in your toolkit and eventually find a light.

The scene before you is chaotic with piles of rubbish all around you. To your right is a capsule with an open lid. You could just about fit in it.

Your heart quickens as the noise increases.

If you want to climb into the capsule go to — 20.

If you want to search through the rubbish go to — 17.

9) You try valiantly to both save the Ambassador and disarm the ionic device.

Disaster! At a crucial moment the weakened Ambassador slumps forward triggers a sensor and before you can stop it the device explodes.

10) Horror fills you as you realise that the Ambassador is attached via a complicated network of tubes, contacts and wires to the ionic device.

A quick examination leaves you with two options.

If you want to save the Ambassador and disarm the device go to — 9.

Or you realise that a quick laser burst would fry the Ambassador leaving you a easy task of disarming the device. To do this go to — 39.

ADVENTURE HELPLINES

In this month's mailbag we have help and hints for ailing adventurers.

Firstly, I would like to thank everyone who has written in to congratulate Computer Gamer on the creation of The Troll's Tavern — one person even suggested enlarging the section and getting rid of the other stuff! Now that T.T. is established, we need YOU the decerning reader to make the Tavern just what it should be — Britains best adventure section! We want to know exactly what you want from us. How do you rate our reviews? Are they long enough? Are there enough screen shots? Should there be more? What about our page layout? Are the hints too helpful, or not helpful enough? Should we feature indepth articles about certain adventure producing software houses or authors? Should the Tavern be larger, or have more colour? We want to hear from you, so invest a stamp today and tell us what you want! Write to: Simon Martin Clarke, "The Troll's Tavern", COMPUTER GAMER, No. 1 Golden Square, London W1R 3AB.

And now a very strange little ditty:

Q

Dear Troll's Tavern,
Its Karth Demonslayer, your friendly fighter and correspondent for Orcish relations. Sorry about the delay before writting but I was on holiday at the "Hobgoblin Society of Head Hackers" and have therefore been tied-up for a while. At last I have found time to put quill to parchment! (Oh good! I think — Ed)
In this moderately sensible letter I am writting to say how Acornsoft have excelled themselves in the BBC adventure market. They have recently released three new adventures titled "Seventh Star", "Acheton", and "Quondam". Having bought Seventh Star I can say that I'm very pleased with it and find it absurbly hilarious at some points! Why not do an in depth article about the Acornsoft adventure programmers like Peter Killworth?

Oh yes, thanks for the mega-cool review of 'Runestone' — its good to see that Eecaan gets his tenticles — sorry, hands — on the latest games. Watch out for my next letter soon, and this time I may even consider enclosing my address . . .

A

Simon replies: Its people like you Karth that make me think even I am not quite totally mad. I do agree with your comments on Acornsoft adventures though, they are exceptional. You ought to try some of the Robico, Micrograf, and Epic Software adventures as I highly recommend them. And as far as giving your address is concerned, that may be very helpful as the Phyciatric clinic have said they'd like to find you as you were due back weeks ago . .

Q

Dear Troll's Tavern,
As I have only just discovered Computer Gamer I have no idea if you accept adventure hints & tips from your readers.

I have enclosed some maps and hits for Witches Cauldron and Hampstead. I you are interested in any of my maps then please let me know and I will send them to you. They are all my own work, ie not copied from other magazines.
Mr J.W. Rundle,
Aldershot, Hants.

A

Simon replies: Thanks for the maps and hints, they will certainly come in handy. Yes, I'd love to receive any maps etc that you may have, and that goes for all our readers too. The more maps and hints that you can send us then the more we can help your fellow adventurers. We also need the software houses to send in all their hint sheets, etc, so lets have those hints and maps flooding in!

Please note that we won't print the maps as those will spoil your "enjoyment" of the games but we need them to give you help if you get stuck.

Q

Dear Troll's Tavern,
I am having trouble with "Munro Manor" by Severn Software. I have got as far as the atic and the sarcophagus, but I can't go anywhere else. I think that the wardrobe may be a way, but its stuck shut.
Yours hopefully,
Chris Fleming,
Auckland, New Zealand.

A

Simon replies: It is quite difficult to give exact help here, as I am not sure as to what you have and have not already done. So try some of the following and see how you get on:
While you are in the study, open the drawer and look TWICE. Once you have climbed the rope, you must get all items you can find there. You should open the Sarcophagus, but then leave the room. Return there some twenty or so moves later. By now you should have a Brass key with which to unlock the wardrobe door. Good luck!

Q

Dear Troll's Tavern,
Could you please give me some help on Twin Kingdom Valley, by Bug-Byte. I have two problems here but I think that they are connected. Firstly, how do I get the Master Key from the room with the Dragon in it. Even when I wear the armour I'm still killed by the fire from the dragons mouth. Secondly, where is the desert kings treasure and how do I get it?
Yours faithfully,
John Griffiths,
Merseyside.

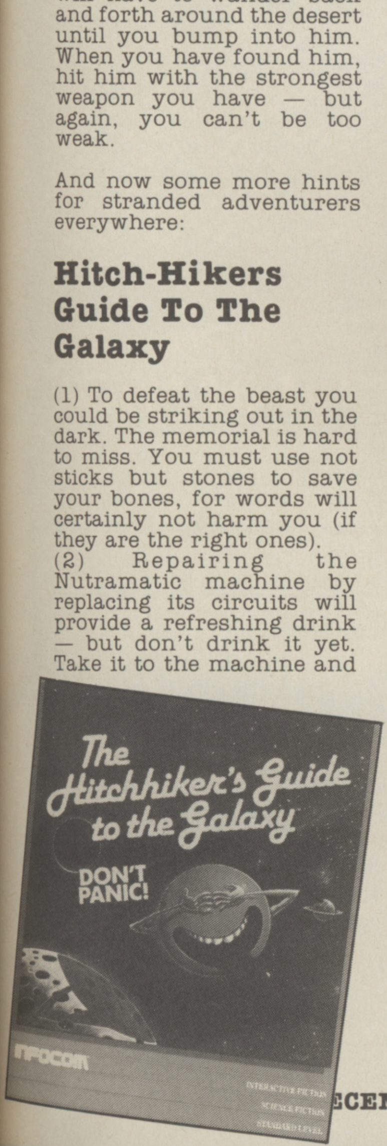
A

Simon replies: To defeat the Dragon and therefore claim the master key you will need to be carrying the long wooden staff. Once you have this simply say HIT DRAGON WITH STAFF — but you can only do this if you are not too weak. The desert king is a bit of a nomad (as most desert-dwellers are) and therefore wanders around a lot. You will have to wander back and forth around the desert until you bump into him. When you have found him, hit him with the strongest weapon you have — but again, you can't be too weak.

And now some more hints for stranded adventurers everywhere:

Hitch-Hikers Guide To The Galaxy

(1) To defeat the beast you could be striking out in the dark. The memorial is hard to miss. You must use not sticks but stones to save your bones, for words will certainly not harm you (if they are the right ones).
(2) Repairing the Nutramatic machine by replacing its circuits will provide a refreshing drink — but don't drink it yet. Take it to the machine and prove that its best to have 'the real thing'. "Push the button and you're away".
(3) Watering is useless, but if you visit your friends a few times you will find it fruitful.
(4) You should now be near the end and if your common sense got moved you may discover your intelligence has increased (I suggest you consult the guide about this one!)
Thanks for the above hints David! David needs help with Infocom's "Deadline", so if anyone can send me hints to this game I can pass them on.



Heroes Of Karn

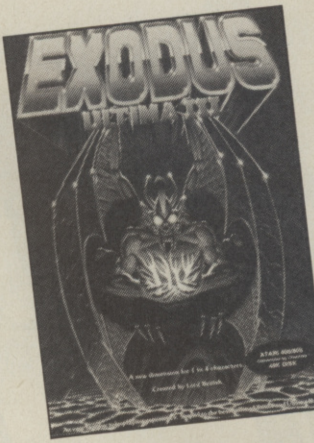
We've had plenty of cries for help for this one!
(1) To get past the poisonous Spider, don't try and kill it. Gently sooth is to sleep with some music — ask one of the members of the band to help you with this one.
(2) To get passed the vampire Bat, and therefore get the Silver Cross, you must have it destroyed by one of its natural flying eenemies — but remember that your winged avenger will not take instructions from anyone but its master . . .
(3) When confronted by an unmoving Balrog, just remember the devestating effect playing your flute has on anything brittle . . .

The Witches Cauldron

Although I wouldn't really call this an adventure, there have been a lot of request for hints . . .
(1) The Spider and the Soot are useless — just ignore them.
(2) When in the guise of a Toad, try and visit all possible locations — and don't forget to get the shell out of the hole.
(3) To turn into a Cat, sit on the couch and say "Turn, turn, turn again Tacyssup".
(4) NEVER look a Witch straight in the eye.
(5) While you are a Cat, sit on the bench and examine it.

Hampstead

Now a few snipets of help for anyone presently playing one of my favourite games. Just to make it more interesting, they ar'nt in any order!
(1) Buy a Cottage.
(2) Examine the deak in the furniture shop.
(3) Always wear the Bycycle clips.
(4) Give the man on the train the Bracket.
Thanks to Mr J.W. Rundle for the Witches Cauldron and Hampstead hints.



Exodus Playing Tips

Barry Southey of Enfield has written in with a series of hints for playing Exodus, a game which he has not yet finished but which has him totally hooked.

1. To find the hidden city of Dawn, talk to the jester in Lord British's castle. NB you will have to walk across lava to reach him, so make sure that your party has plenty of hit points.
2. There are four marks to be found — king, snake, force and fire. The mark of the king can be found on level one of a certain dungeon whilst the others can be obtained by searching the lower levels of dungeons.
3. When you find a ship, don't be afraid of going into the whirlpool (I tried this and got killed so I suspect that you may need a certain mark to succeed — GRH).
4. Search the shrines beyond the whirlpools.
5. The Time Lord is at the bottom of the dungeon through the moongate. He will give you some vital information.
6. To find the exotic weapons and armour, you will need to dig on some of the islands.
7. The end of the game is past the silver mark. You need the mark of the snake and a secret word to get past it. The secret word can be found by praying in the circle of light.
8. If you want horses, they can be found in Dawn as can weapons and armous giving combat bonuses, so always ask to see the list when trading. These weapons include +4 bows and axes and +2 plate armour. You can expect to pay through the nose for these weapons though — a +4 bow costs 6550 gold pieces!

Starforce Trooper

11) You get an abrupt reply from a Starforce Central official who reprimands you for wasting his valuable time. He does however confirm the co-ordinates.

You step into the transporter, lights whirl and you feel slightly sick as you are beamed onboard the ship.

Go to — 40.

12) The feeling of sickness is replaced by excrutiating pain as you materialise inside the hull of the ship. You die. Perhaps your replacement will be more successful.

13) Your efforts are heroic yet you are quickly overrun. The Starforce has lost another trooper.

14) In every Heroic Warrior adventure there is a location that is impossible to get to. This is it.

While cheats do exceptionally well at the top of the Starforce, at Trooper level, they don't.

Your masters, at Starforce Central, have monitored your performance and naturally have regarded your actions as a threat to their long term security

A tiny explosive device built into your toolkit explodes killing you instantly.

The Starforce has lost a potential leader.

15) You easily remove the grill and clamber into the passage. Go to — 5.

16) "Of course", you yell as you realise what was troubling you. The yapdir's are just to thick to pull off such a stunt. They could never build a ionic device let alone fly a ship. There must be someone else behind it.

With the last of the Yapdirs killed by the gas you are free to search the ship for the evidence you need.

Eventually you find enough to piece together the plot by the Deltans

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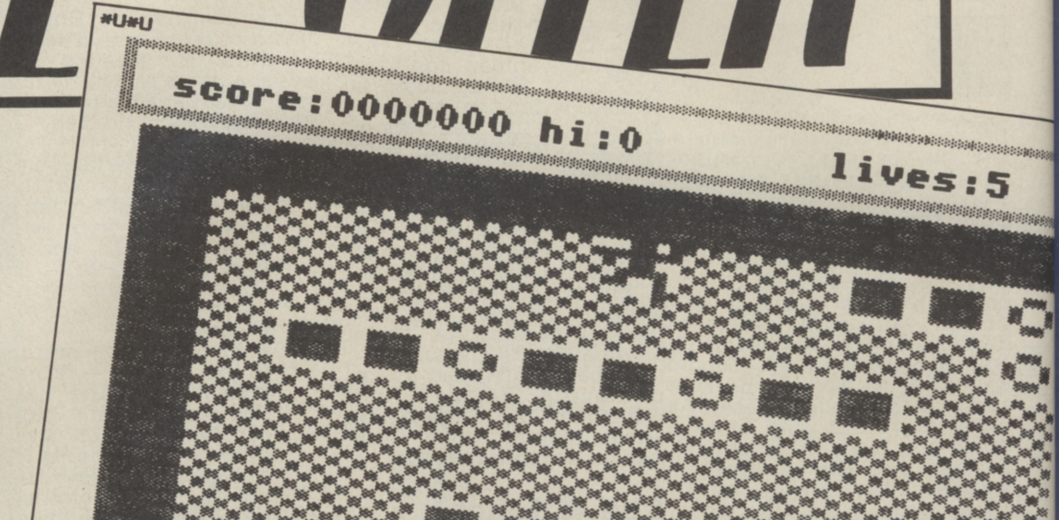

Computer Gamer's programs are very good. In fact they are so good that we are going to be offering a selection of them on tape and disk.

The listings that we have published are far and above the usual quality found in lesser magazines.

Because of this we think that it is a real shame that more of you don't benefit more from these games, as most of them are rather long and difficult to type in as they are all machine code and of up to commercial quality. So we have decided to offer them to you at a fantastically low, knock down price on either cassette or disk.

Our first off will be for the BBC micro, though we hope to have a Commodore 64, Spectrum, and Amstrad offers also in the next few months — though Commodore and Spectrum owners should be kept quiet for the next few weeks or so with the Flexidisk on the cover this month.

The first games that we are offering are Rockrace, Kitchen Kapers, and Aladin's Cave — this should have something for everybody:

Rockrace, the ultimate in high speed 'boulder' games — eat your heart out Rockford!

Kitchen Kapers — a fast action packed game where Schubert Chef has to collect all the ingredients in the kitchen before the utensils get him!

Aladin's Cave is a fiendishly difficult adventure that will have even the most experienced adventurer absoerbed for ages.

All these games are on the same tape or disk (state 40 or 80 track) at the incredibly reasonable £4.00 for the tape and £6.00 for the disk, which must make it the best value software around.

Remember for this month the offer is open to BBC owners only, from next month we will bring you details of our Commodore, Spectrum, and Amstrad tapes all with the highest quality game on at similarly low prices.

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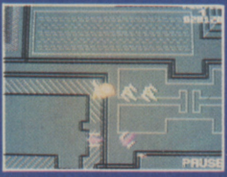

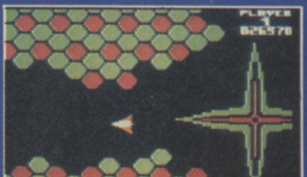
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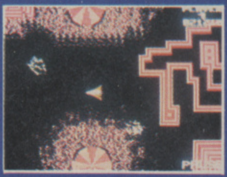

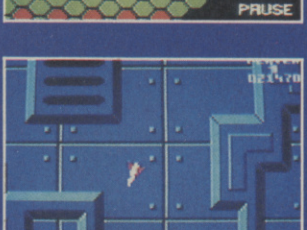

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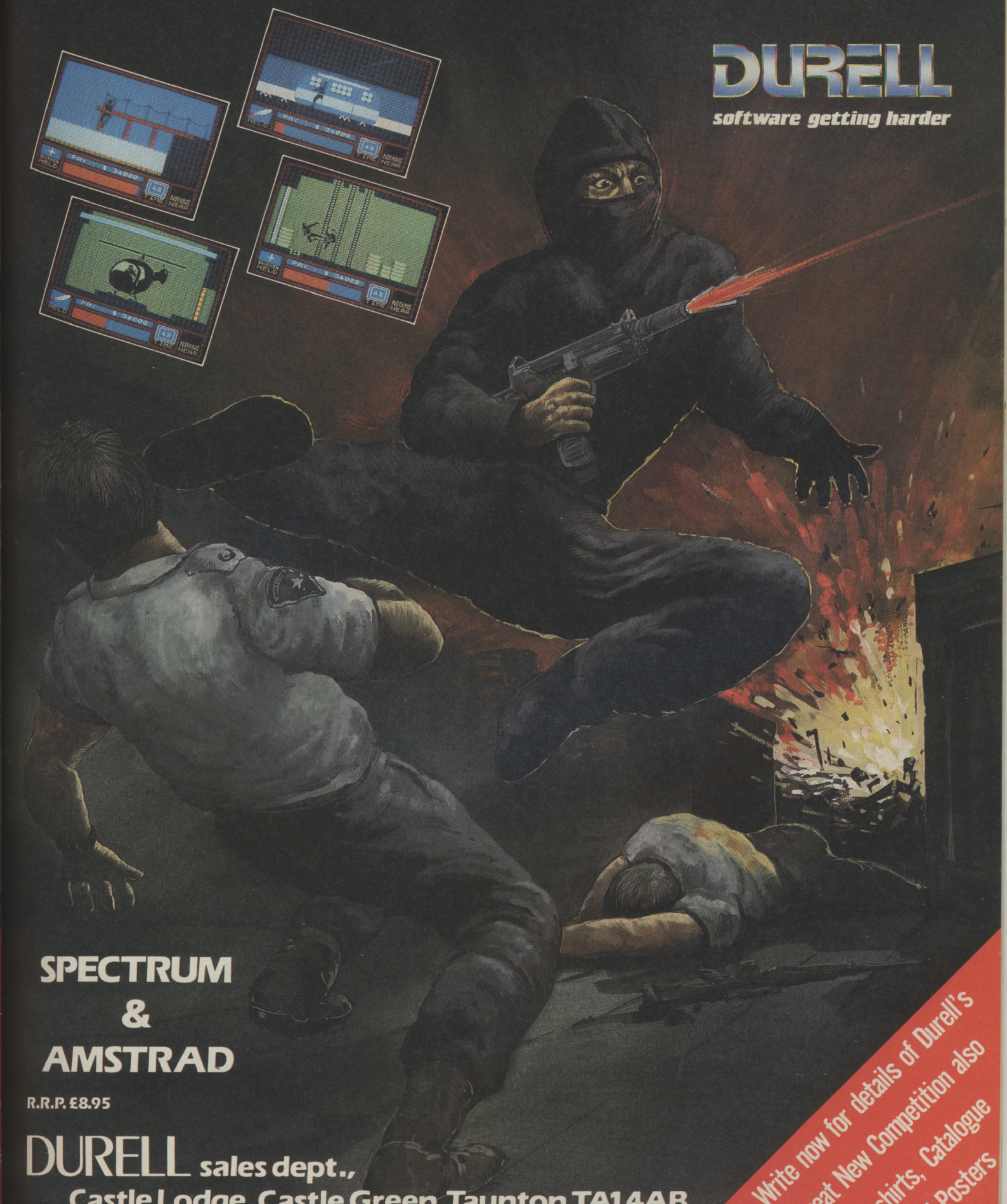
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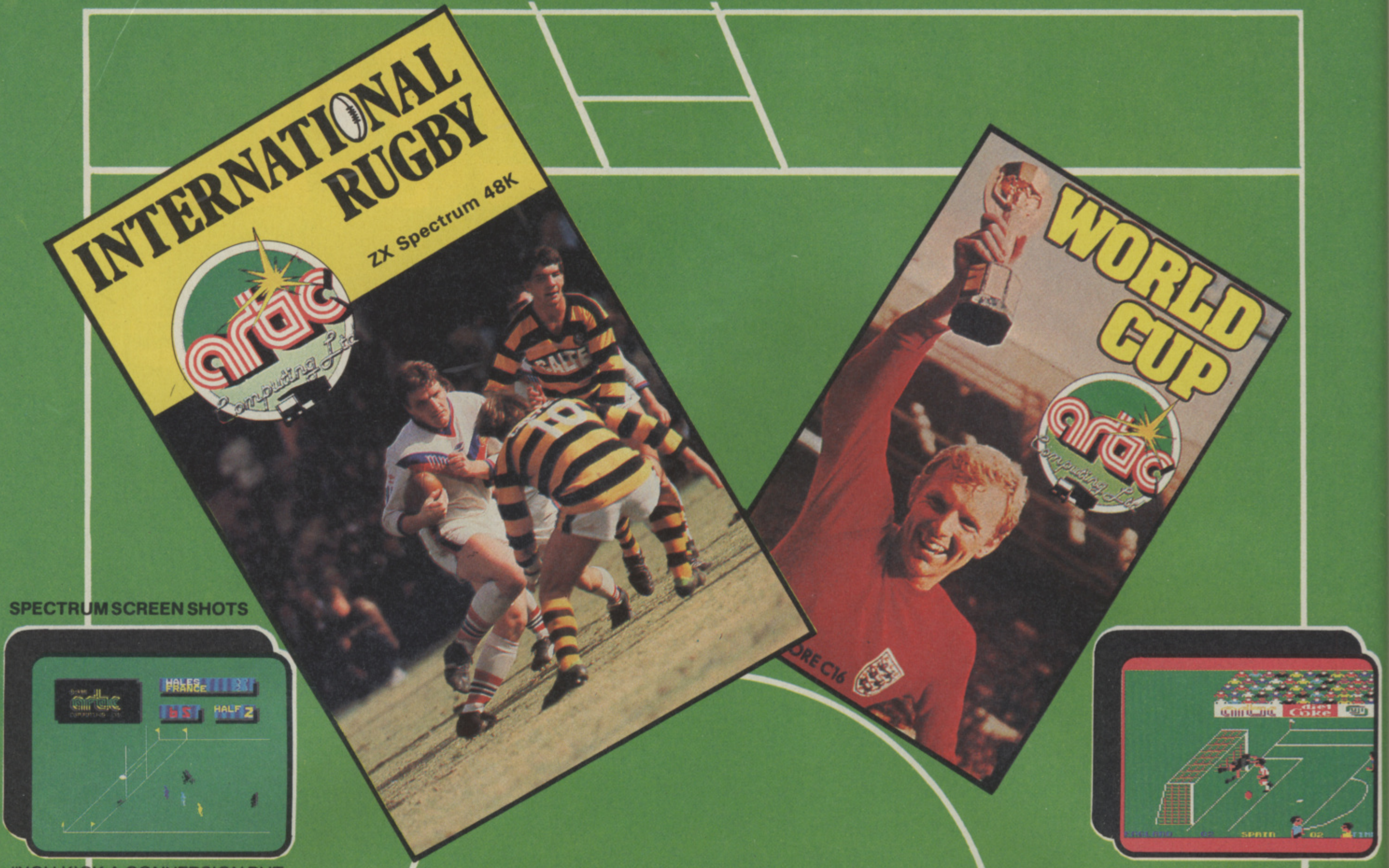
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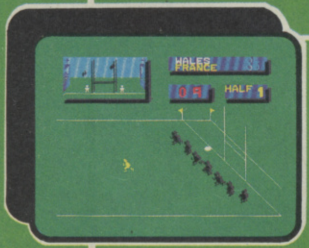
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ADVENTURE R•E•V•I•E•W•S

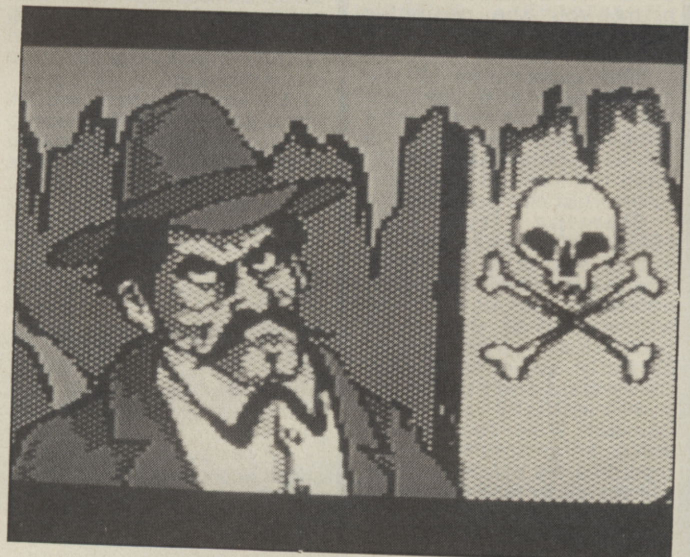
Title:	**Lucifer's Realm**
Computer:	**C64 and disk**
Supplier:	**US Gold**
Price:	**£9.95/£14.95**

"Why don't you go to Hell", the Editor said to me one afternoon. "Charming", thought I. It was only later that I realised that he wanted me to review Lucifer's Realm, the latest All American Adventure from US Gold.

The story opens with you lying in your hospital bed listening to the doctor tell the nurse that you haven't got long to live! Sure enough, you soon pop off the mortal coil and pay a quick visit to the pearly gates. The emphasis here is on the word quick as St. Peter soon declares that your life has been evil and corrupt (this is why I gave it to GRH to review — Ed) and you depart to the other place.

Wandering around Hell in an interesting experience as not only is it full of boiling lava pits and the like, but also with a collection of some of the world's nastiest ex-people. A notice informs you that Lucifer is having trouble with a certain A.Hitler and that anyone who sorts out his problems will get a ticket back to heaven. Enter one gullible conscript.

All the locations are very well illustrated — each picture loading in from disk — and for once, the pictures do add considerably to the atmosphere. They also contain a variety of clues and you have to examine everything very carefully. The pictures also change. When you first arrive in Hell, you see a small crack in the ground. When you jump up and down, the picture of the crack gets wider allowing you access to the crack.



There aren't that many locations in the game, but you do have to do a lot of backtracking and visiting locations several times. Amongst the characters that I've met so far are John Wilkes Boothe (the man who shot Abraham Lincoln) who shot me, someone called the Reverend Jim who poisoned me, and Adolf Eichmann (the man in charge of the concentration camps) who after a bit of persuasion, moved out of my way. Other promised characters include Hitler and Mussolini. As you are already dead, you cannot be killed so to speak, you just return to your starting point.

This is a highly original plot, not least because, being in Hell, things are not what they seem to be and you are told that you will have to try some decidely odd commands. Definitely one that I am dying to play again.

Storyline	4
Atmosphere	4
Difficulty	4
Value for money	4

Starforce Trooper

themselves.

Further investigations revealed links with some Starforce Central Controllers. who being wise politicians, quickly disappear.

You'll probably never know the full details of the plot itself and their involvement which isn't unusual in Starforce power struggles.

You comfort yourself with the knowledge that you've scored some political points and your days as a Starforce Trooper are nearly over.

17) In the rubbish you find a small gas cylinder which you pocket.

If you want to continue searching go to — 29.

If you want to get into the capsule go to — 20.

18) You were lucky. This was unusual for you as lucky people don't normally end up as Starforce Troopers. You managed to dodge into a recess, out of the way of a garbage container travelling at top speed along a waste chute. You didn't manage to keep your balance and you topple through an opening into a room.

Battered and bruised you climb to your feet and look around.

Go to — 4.

19) You fire wildly into the dark and hit a waste disposal control unit. This explodes violently taking you with it to oblivion.

20) The capsule lid closes automatically and you begin an extremely uncomfortable and noisy ride at breakneck speeds along the ships waste disposal channels.

Eventually it ends in a bump an you are thrown unceremoniously out of the capsule onto the floor of a room.

Your curses are interrupted by the sight of yapdirs stings.

If you have the cylinder go to — 30.
If not go to — 21.

21) The yapdir's stings quickly end your feeling of despair. Your mission has ended.

22) Back at Starforce Central your performance is assessed.

Unfortunately your superiors view your ruthless killing of the Ambassador as a strong leadership trait and have you executed for his murder when really they were eliminating another threat to their position of power.

23) Oh no! They're budding! As soon as you cut three down they bud to form three more.

If you want to throw a grenade go to — 2.

If you want to slug it out hoping there's a limit to their budding then go to — 13.

24) With a bit of effort you manage to open the hatch revealing a dark crawlway.

If you want to crawl in go to — 38.

If you don't go to — 2.

25) Consider the combination you will try.

If it is red, yellow, green go to — 36.

Green, yellow, red go to — 3.

Or yellow, green, red go to — 6.

26) The lock is obliterated but the door remains secure. Blasting the door has no useful effect but it does make you feel better.

Your masters at Starforce Central are monitoring your performance note this outburst in your file.

With a few profound statements about the injustices of the life of a trooper you remove the grill and clamber into the crawlway.

Go to — 5.

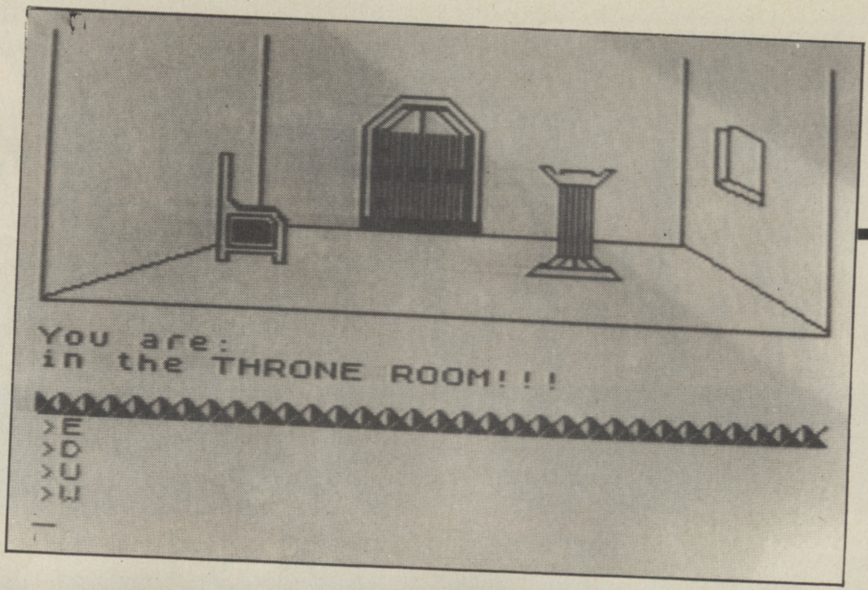
27) You were unlucky but then again you knew that anyway. Lucky people don't get enlisted into the Starforce. Lucky people don't get sent on missions where they're smashed to pieces by a garbage container travelling at full speed in a waste disposal chute. Lucky people don't die. You do.

28) You quickly realise this is useless, as they're budding faster than you can kill them.

Wisely you change your mind and taking the only option open to you dive through the opening.

Go to — 37

29) Hanging around in enclosed spaces is usually dangerous especially when rumbling noises are getting louder.



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You are:
in the THRONE ROOM!!!
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Title:	**The Quest for the Holy Grail**
Computer:	**Commodore 64/128**
Supplier:	**Mastertronic**
Price:	**£1.99**

If the word NIK uttered by a shadowy creature with antlers means anything to you then you are probably too busy drawing your pension to be bothered to read this.

Shortly after the time of King Arthur (no, not Scargill), a TV programme revolutionised modern comedy in the way that the Goonshow had a decade earlier. The Monty Python series spawned several movies, one of which told the tale of the Knights of King Arthur and the Holy Grail. Now Mastertronic bring you the computer adventure of the film of the lie (sorry, legend).

The appearance of the game owes a lot to The Hobbit even though the language comprehension is not as sophisticated as Inglish but at such a bargain price what can you expect?

Starting from the blacksmith's forge you set out in search of the Holy Grail after overpowering an extremely vicious CND nut whose skill at the art of pacifism knows no bounds. Skilfully avoiding Eugene the Peasant and his VIC-20, you eventually arrive at Camelot. Wiser fools than I will poke around the countryside a bit before venturing inside to face the perils of the French guard and his disgusting nasal excretions (known as the green death).

The Holy Hand Grenade of Antioch awaits elsewhere plus the deadly clutches of the cesspit, the three headed knight and the aforementioned knight who says Nik.

Having a mental age of 4.36 is a serious drawback for our hero and the fact that the computer's gone into a huff does nothing for the HELP facility. You really are on your own in this strange world of yore. Try use quitting and the computer responds in the negative arguing that if you want to quit why did you buy the game in the first place?

The adventure is very pleasant to play considering some of the unpleasant characters that you meet and being turned into bath salts by Nik the Knight doesn't happen too often, but beware of the explosive white rabbit.

The Holy Grail is a desirable object but I never realised before that it was actually a computer tape!

Story line	5
Atmosphere	4
Difficulty	4
Value for money	5

Title:	**GAC/Genisii**
Computer:	**Amstrad**
Supplier:	**Incentive/CRL**
Price:	**£22.95/£9.95**

Two adventure creation programs for the Amstrad CPC 464/664 show two differing approaches to the same problem.

Adventures are really mind games and the secret of success is to get onto the same wavelength as the author. This means that some adventures will appear easy to one person but highly challenging, if not impossible, to another. Many ardent adventurers soon want to try their hand at writing their own game but this is usually limited to a BASIC mish-mash which eats up memory and limits the complexity of the game.

Adventure creators allow access to the kind of system used by professional programmers to create their games, employing a specific language tailored to the needs of adventure game logic.

Incentive Software's Graphic Adventure Creator (GAC) was written by Sean Ellis, a nineteen year old undergraduate in Cybernetics and Computer Science at Reading University. The creator uses a high level language which incorporates keywords for specific functions and variables which may be used in conjunction with them.

The manual which accompanies the program is clear, concise and amusing. Not only does it describe the syntax of the GAC but it also gives a simple worked example to get the beginner started. This example starts from the very basics of planning an adventure showing how to break down the structure into a form which can be accommodated by the GAC leading up to how this is translated into a program.

The heart of the program is the menu screen which allows the entry of the textual components such as nouns, verbs and 'adverbs'; room descriptions; objects and related messages. Then, using these as look-up tables, the game can be structured using the very user-friendly language. For example, a line such as "IF (VERB 8) MESS 6 LIST WITH END" would result in the use of verb number 8 (which is 'inventory') causing MESSage 6 (You are carrying:) to be printed followed by a LIST of all the objects you have WITH you. END merely tells the computer that this action is over and causes the program to wait for another command to be input by the player.

Player commands can be complex. One such as: "Get the gold, examine it carefully, put it into the chest and lock it then go north". So it is not limited to mere two word, verb-noun, responses and words are fully checked so that confusion is avoided between similar words like 'rat', 'rate' and 'rateable'.

So far I've not mentioned the graphics facilities. A window is provided which can display static graphic scenes. The screen designer within the GAC allows sufficient freedom for any image to be constructed from straight lines, elipses, boxes or dots. Screens can be edited or even merged to speed up the design of similar screens. One nice touch is the ability to choose shading in two colours thus extending the range of available colours per screen from four to ten.

During development the game can be saved as a file for later use but, on completion, the game can be saved as a normally loading program which could be marketed with no royalty payments to the Creator's creator. There's a real Incentive if ever I heard of one, the only stipulation made is that you give a credit where credit is due to the system upon which your game was developed.

The quality of the games produced on this system should easily compare with, and probably exceed, the Hobbit, it all depends on your planning abilities.

Genesis is a very sophisticated adventure creator which I would not recommend for a beginner. Developed by Camel Micros and distributed by CRL, the program offers great flexibility and consequently the user-friendliness of the system suffers slightly.

The manual is not very easy to follow and only gives the bare minimum of instruction on program creation and very few hints and tips on program design. An alphabetical index of available keywords would also have been useful because of the range and almost mnemonic nature of the commands. This would probably mean a thicker manual and a higher overall price for a generator of this quality and complexity it would still mean value for money.

An example program line would look like this:

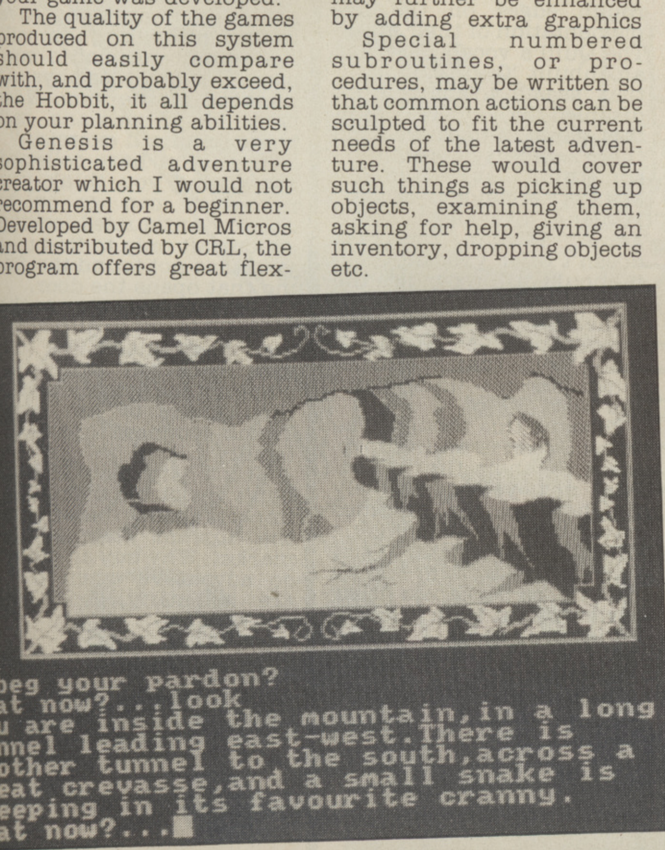
```
COPY 1;OBST(CARRY,OB1)
:CALL 39 :FINISH:;
```

Meaning that a carryable object has been picked up and would be displayed on the amended imventory list by calling subroutine 39. FINISH denotes the end of the instruction.

The example adventure which comes with the package helps to show how a program is constructed, and a range of possibilities using graphics and text windows. Sound effects and music are also within the realms of this generator's range giving the finished program a very professional appearance.

A Genesis adventure is created by using a range of menus and sub-menus which permit the design to have a text area and a general graphics area. This may further be enhanced by adding extra graphics

Special numbered subroutines, or procedures, may be written so that common actions can be sculpted to fit the current needs of the latest adventure. These would cover such things as picking up objects, examining them, asking for help, giving an inventory, dropping objects etc.



```
I beg your pardon?
What now?...look
You are inside the mountain,in a long
tunnel leading east-west.There is
another tummel to the south,across a
great crevasse,and a small snake is
sleeping in its favourite cranny.
What now?...█
```

Any screen mode can be specified for use in the adventure and the graphic designer is easy to use. There is even a routine which allows the programmer to redesign text characters for special purposes.

Particularly worthy of note is the sound generator which depicts envelope shapes in graphic form and then displays a keyboard which allows the user to hear the sound created. There is also a composer section for creating multivoice music or just for constructing sound effects which may then be called up by the program when needed.

The final result is a program of very high quality and sophistication, assuming that you have debugged the logic pathways correctly. The only major limitation to the game being your own creative abilities.

The finished adventure is loaded using a program called Cloner which is followed by two files. There is no indication in the documentation whether programs created on this windows displaying icons for carried objects or for icons representing useful items which are lying about the current room.
system are free from copyright or if royalties would have to be payed.The fact that the files can be picked up by the master program generator, bypassing Cloner, indicated that the finished product would be unprotected against unscrupulous cheats and pirates. This could dissuade some from wishing to lay bare their subtle programming techniques to all and sundry.

These two adventure generators offer the same sort of service to the user but differ in their method of approach. One gives you the building block and the other allows you to hew your own out of the raw materials. The final decision of which to buy as always lies with the consumer. For my money Incentive's program is ideal for those learning the ropes of adventure design but is limited by its lack of visual impact, though it's no worse than 80% of the adventures which are around at the moment. Genesis is for the more experienced programmer who revels in complexity and minutiae. Whichever is your final choice you won't be disappointed.

Unfortunately this is no exception as you are crushed, transported and processed with the rest of the days rubbish.

30) Instinctively you grab the cylinder and release the gas inside it.

Your eyes burn and your lungs ache but gradually you recover.

The room is littered with dead yapdirs which you kick in disgust.

You stagger through a door opposite and stare into the vacant eyes of the Ambassador.

Go to — 10.

31) Starforce Central order you back and start the transporting procedure.

However you feel uneasy as if something was nagging at the edge of your mind. Perhaps its just plain guilt or maybe its something else.

If you will transport up to Starforce Central go to — 22.

If you want to break off contact and investigate further, go to — 16.

32) You step into the transporter and engage the drive. That familiar feeling of falling churns your stomach but someday you'll get used to it.

Roll the dice.

If the result is even to go — 40.

If the result is odd to go — 12.

33) You can't distinguish exactly what it is you hear here but it instills in you a sense of calm and peace.

34) You enter a similar room but this time you're ready for the Yapdir's but it takes two grenades to finish them off.

Again there is a door at the end but this is locked. Above the lock are three coloured buttons, red, green and yellow.

The same coloured stripe runs along the wall but is broken this time by a metal grill. This could be easily removed if you wanted to climb through into the dark crawlway.

If you want to try this go to — 15.

If you want to try the code on the door, go to — 25.

Or if you want to adopt the subtle approach and blast the lock, go to — 26.

Starforce Trooper

35) You snap back to your senses as you notice movement in the corridor you're in. Yapdirs! Ten of the hideous black creatures, each armed with a deadly sting. You must act quickly ass they've now got over their initial shock and they're closing in for the kill.

To blast them with your laser, go to — 23.

To throw a grenade, go to — 2.

36) The lock fuses as the locks senses detect an incorrect combination.

You swear and clamber into the crawlway.

Go to 5

37) You land uncomfortably on a pile of something extremely hard. It is pitch black and you canhear a low rumbling, growling noise to your left.

If you want to try to find a light go to — 8.

Or if you want to try a blind laser shot at the noise go to — 19.

38) As you crawl into the hatch you are filled with foreboding — but it is too late. The door closes securely behind you and a mark 4 galactic coffin goes through its actions.

Ancient prayers fill your limited air and soothing music announces your launch into space.

Starforce Central have a policy about troopers that end up in mark 4 coffins — they leave them in them.

After reliving your memories the average 2.8 times you die.

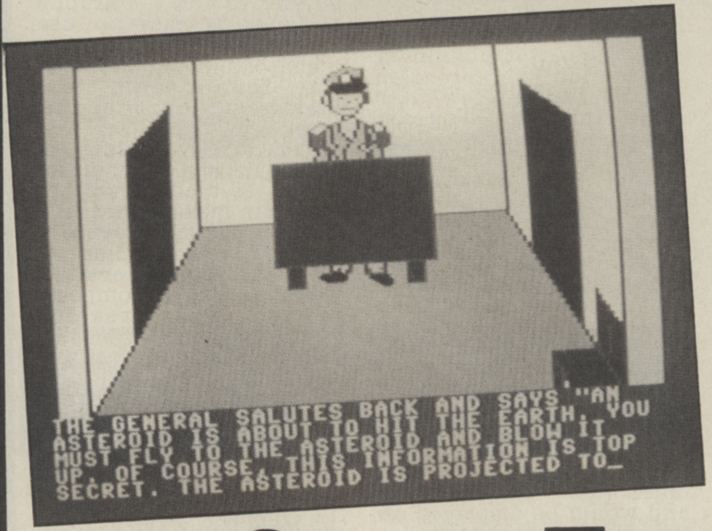
39) You coldly fry the Ambassador with a quick laser burst from point blank range. This gives you the space to work in and you successfully disarm the device.

Go to — 31.

40) Your faith in the Deltans is restored as your arrive unharmed onboard the ship.

Go to — 35.

Title:	**Mission: Asteroid**
Computer:	**Commodore 64/128**
Supplier:	**US Gold**
Price:	**£9.95**



```
THE GENERAL SALUTES BACK AND SAYS "AN
ASTEROID IS ABOUT TO HIT THE EARTH. YOU
MUST FLY TO THE ASTEROID AND BLOW IT
UP. OF COURSE, THIS INFORMATION IS TOP
SECRET. THE ASTEROID IS PROJECTED TO_
```

US Gold seem to be dipping into the Sierra On-line vaults in America. Following hard on the heels of Ulysses and the Golden Fleece comes Mission: Asteroid, a space adventure.

The game is quite old and the copyright date of 1983 must surely be for the 64 version. Whatever the case may be, it's getting a bit long in the tooth now but it might hold some interest for beginners who don't mind mere verb/-noun command systems.

At least the game has graphics even though they are crude and blocky and the game does come on a disk. Unfortunately this means that just about every command causes the drive to whirr into its customary slow action. This system may have have been pretty neat in the days of Apple computers but, with Commodore still striving to produce a drive for the seventies, it slows the game down quite a lot.

The storyline tells how earth is under threat from an asteroid screaming down from space. As a mere cadet you are given the task of stopping it. As always there is a problem or two before you can start.

Firstly you have to find the password to gain entry to Mission Control. Not a difficult task as long as you have time before the asteroid strikes. Then you must get a briefing from the General to hear what the mission holds in store.

From this point on you are on your own and have to find everything that will make your mission a success. This includes physical training in the gym. Now what do Americans call those treadmill exercises?

Once you have collected everything you think you need you can go on to rather antiquated-looking spacecraft only to find that you have not found the gizmo that opens the door.

Guiding your ship to the asteroid is not so difficult if you have discovered the data back on earth but stopping the asteroid in the time given is not easy. Thank goodness for a SAVE facility.

It's a pity that US Gold don't insist on their older imports being tailored to the current state of the market. Why buy an old so-so adventure when there are so many good new ones?

Story line	3
Atmosphere	3
Difficulty	3
Value for money	2

Title:	**The Snow Queen**
Computer:	**Spectrum**
Supplier:	**St Brides School for Girls**
Price:	**£7.95**

The young ladies of St Brides' School for Girls are at it again. Their first attempt at producing a Quilled adventure gave rise tie the Secret of St Brides. This was an interesting and quite novel game set in the aforementioned school, though it wasn't wothout a few rough edges. Still, it was promising enough to make me look forward to their next effort, and though not fully finished The Snow Queen looks like another interesting game.

Based on the old tale of the same name, the adventure casts you not in the role of the character Gerda, but instead allows you to 'advise' her. This is quite an original touch, since it allows Gerda herself to retain a certain amount of independance, and she is quite capable of going her own way, or of defying your orders if she doesn't like them (try as I might, I couldn't get her to beat up her grandmother). This adds a bit extra to the game, as it means that you not only have to work out how to solve the problems that Gerda faces, but also to try and understand how Gerda thinks — you have to stay 'in character' in other words.

As with their first game, the St Brides pupils score highly for imagination, have have still left a few rough edges on the implementation of their ideas. The Quill's vocabulary has an inbuilt 'Quit' command that seems to have been disabled for some reason in this game, and there's no 'help' facility which is something that I personally always consider an irritating oversight in a game. If the program doesn't offer you any help it should still recognise the word itself. Even an unhelpful 'You're doing OK on your own' is better than being told that the computer doesn't understand the word 'Help'.

Despite this though, The Snow Queen is an improvement on their first effort. It's not yet completely finished, as the graphics have still to be added using Gilsoft's Illustrator (and the new utility, The Patch?), so perhaps a fuller review might be in order in an issue or so.

Storyline	4
Atmosphere	4
Difficulty	3
Value for money	3

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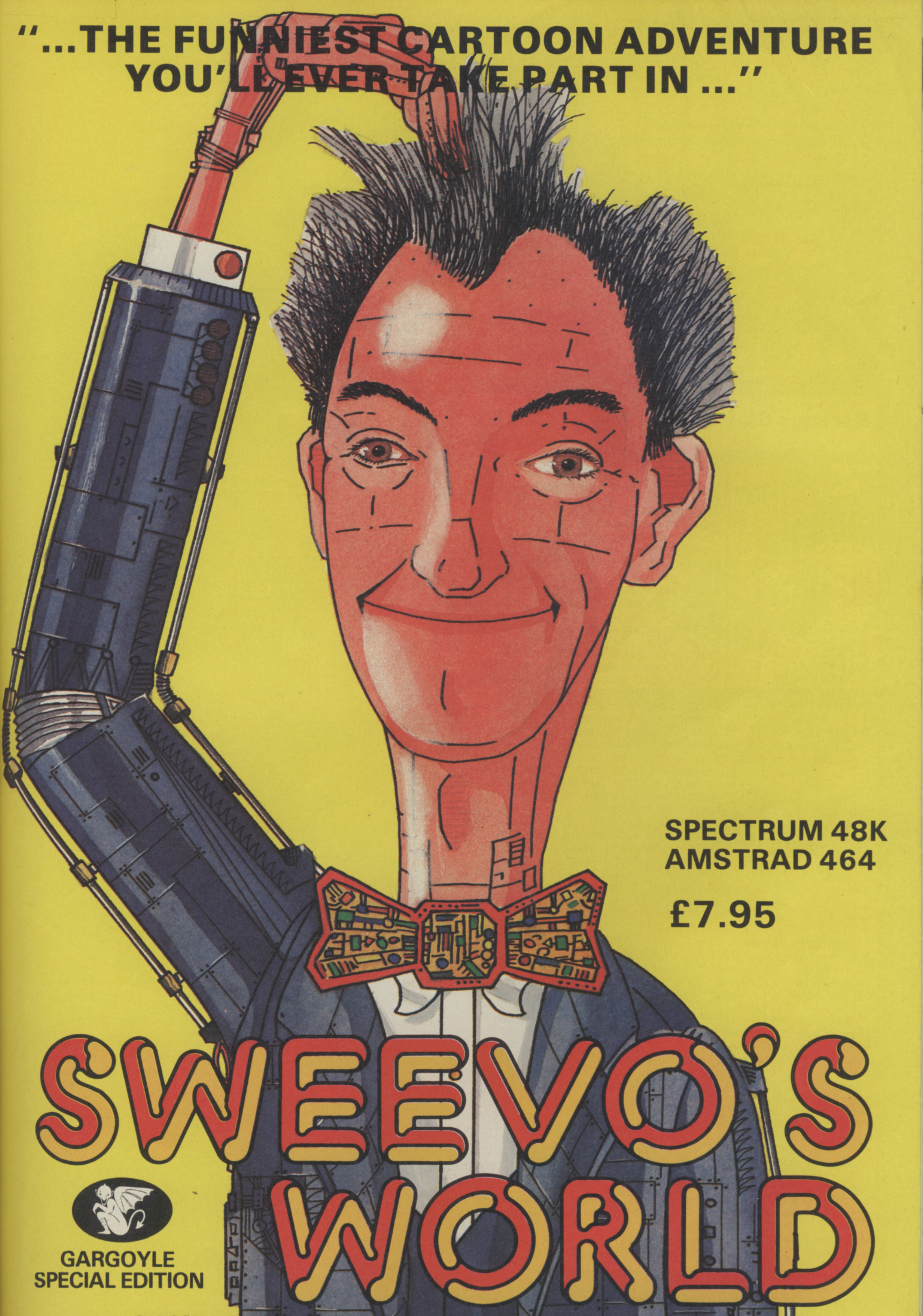
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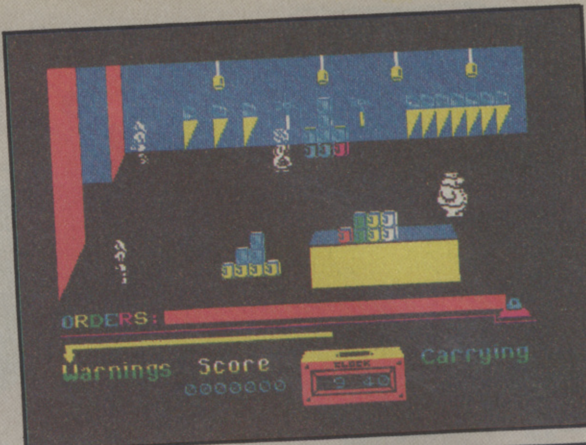
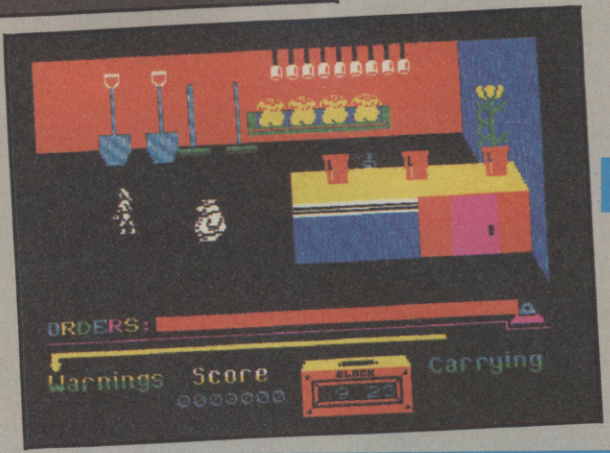




Eecaans Star Guide

Black Hole —	●	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	◒	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	○	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	⌖	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	☼	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	✹	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	◌	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title:	**Grumpy Gumphrey Supersleuth**
Computer:	**Spectrum**
Supplier:	**Gremlin Graphics**
Price:	**£7.95**

An aging, short-sighted, overweight store detective doesn't seem the obvious choice for a new computer game hero but one called Gibert Gumphrey stars in Gremlins latest Spectrum game.

Arriving hot on the heels of Monty Mole your task is to help Gilbert keep his job. This isn't going to be easy as during a typical day he must shoot the ducks on the ground floor, roundup a lost baby, catch a gorilla and make the bosses tea.

These tasks along with others are given to you by customers or the manager himself. Complete them in a time limit and you'll have a fat bonus but if you don't, it's up to the managers office for a warning. Four of these and you join the 3 million plus on the dole.

Luckily Gilbert is given a little time to himself to map out the store and collect all the objects he will need to complete the tasks. The lift is a good place to store them as they'll be easily accessible whichever floor you're on. Unless of course the lift breaks down.

A must for all aging store detectives is a skateboard and you just happen to have one. This will allow you to zip around the store and will improve your chances of avoiding the milling customers. Bump into them and they'll complain to the manager.

The shops departments are illustrated by some 39 screens each in full 3D colour which only suffers slightly from the dreaded Spectrum smudging.

Hidden amongst the screen background you will find the objects needed to solve the tasks which must be collected and used at the right time. These include a lollipop, tea cup, gun, hammer, cage, toolbox and firebucket and only a little deductive work is required which objects are needed for each task. Be warned however, at least one task requires more than the three objects you can carry at one time so some careful planning is needed if you are to last the day.

Supersleuth is an original fun game which Spectrum owners should add to their collections immediately.

T.H.

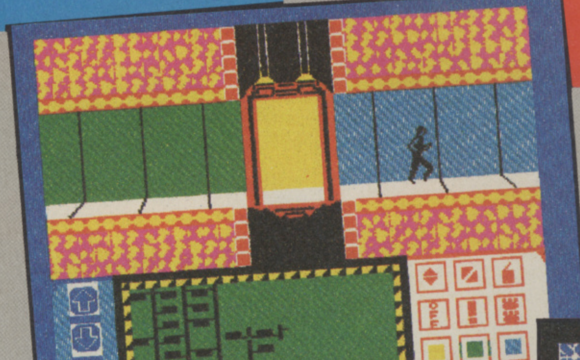
PLANET RATINGS

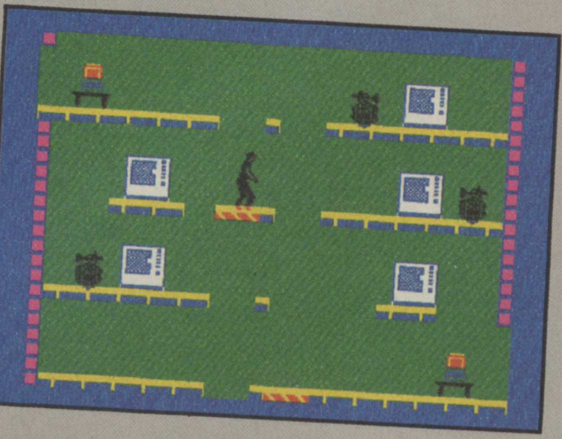
Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

R·E·V·I·E·W·S·

Title: Impossible Mission
Computer: Spectrum
Supplier: US Gold
Price: £9.95





When I first saw Impossible Mission it was running on disc on a C64, and I assumed that it was one of those games that would never be converted for the Spectrum. It just seemed too complex to run on any non disc-based system. It seems though, that I was wrong, because here it is on the Spectrum and very nice it is too (honestly, it's amazing what they can cram into a Speccy these days).

There are one or two features that didn't quite make the cross-over from the 64, the most obvious being the excellent speech synthesis — the mad doctor's fiendish 'Destroy him my robots', and your own long, lingering shriek as you fall into one of the many traps lying in wait for you.

This preproduction copy of the game didn't have the completed documentation that should go with it, so I'll just give a description of the game's plot as it was on the 64 version.

Somewhere in the rooms of a somewhat loony scientist's lair are the fragments of a map that you have to recover and piece together. The rooms themselves look like standard platform game stuff, albeit with better graphics, but leaping around the platforms is not the main task facing you. Located in these rooms are various items of furniture and computer hardware which may conceal a piece of the map, an item that you can use in your search, or which may allow you to affect the room's defenses in some way. Said defenses consist of some mean robots patrols that pack a pretty mean punch if you collide with them, and can also zap you from some distance away if you're not careful.

Getting past the robots is fiendishly difficult, and even when you manage it, the chances are that one will turn around and come back at you or just casually zap you from behind without even bothering to turn around. Even so, the robot's patterns of movement are sufficiently logical that it does encourage you to keep trying to outmanoeuvre them. This is one of those games where the 'I'll-just-have-one-more-go' syndrome takes hold very quickly.

The rooms in the complex are connected by a series of lift shafts and interconnecting passages, and in the lower section of the screen is a map that displays your progress through the rooms. Pressing fire while stationary switches the arcade action of the robot rooms to a sequence in which you have to manipulate the pieces of a map and take on a computer as it presents you with a fairly tricky puzzle sequence. This gives a nice balance to the game, and the change of pace prevents the arcade action from getting repetitive, as you will have to return to this stage quite a few times.

The graphics throughout are very good, and all the features in the rooms are large and well detailed. I particularly like the way your character somersaults from level to level, which is smoothly animated and quite realistic. Considering how simple much of the game is (in principle, if not practice) Impossible Mission is surprisingly addictive, and much of this is due to the care that seems to have gone into the design of the graphics and the gameplay itself.

Admittedly the Spectrum version lacks some of the finer touches of the original 64 version, but if you compare it with other Spectrum games rather than with other Commodore games then it comes up looking pretty good. Impossible Mission is definitely one worth asking Santa for this Christmas. **SD**

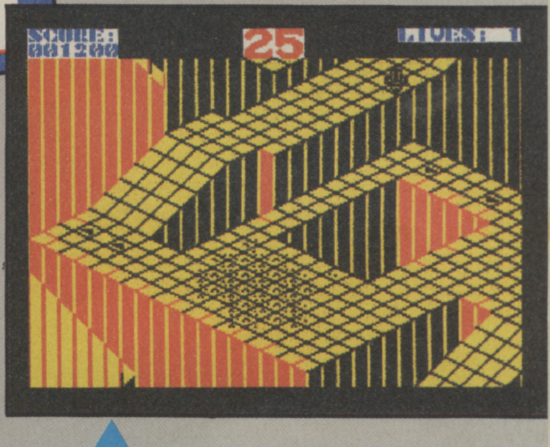
PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Bright Star ○

Title: Gyroscope
Computer: Spectrum
Supplier: Melbourne House
Price: £7.95

This latest incredible arcade game from Melbourne House will literally have you in a spin.



In a game obviously inspired by the arcade classic ''Marble Madness'' you must attempt to guide a spinning gyroscope around five courses each consisting of four screens. Unfortunately the gyroscope doesn't want to co-operate and is determined to leap off the slopes and ledges in spite of your efforts.

Each screen of the course consists of a series of raised ramps and ledges that are surrounded by a disturbing number of holes — and thats just the first course! In later screens you will also have to cope with magnets to push you off course and even the odd destructive alien.

You control your gyro with either the keyboard or joystick in any of four directions. Combining two keys will send you spinning diagonally. Unfortunately the courses are mainly diagonal making it an almost impossible game to play.

Indeed you will find that your scores in your early games are decidely low. This is because you don't actually get any points at all until you complete a screen. After four screens you earn, and I mean earn, a bonus based on the time remaining from your allocated 60 seconds.

There are an incredible number of ways of losing one of your five gyroscopes ranging from falling off a ledge, crashing into a wall or running out of time. When this happens it slows down losing its momentum and falls down to explode with a silent "OOF!"

Finishing a course with a score over a thousand should be considered an achievement but there's no time for celebrations as you're straight on with the next one.

Unfortunately the screens of a course don't scroll into each other instead you have to charge off the end of one without knowing what you are going to face next. This often results in an undignified plummet and the need for "just one more game".

Having said that the games 3D graphics are excellent and should you get a high score your triumph is accompanied by a respectable tune from a Spectrum that usually specialises in beeps.

Soon the Spectrum version will be joined by gyroscopes for BBC, Amstrad and C64s but for £1 more.

Another excellent game from Melbourne House.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova ☼

Title:	**Battle of Britain**
Computer:	**Amstrad**
Supplier:	**PSS**
Price:	**£11.95**

Another excellent war game from those awfully nice PSS people. Here we have a brilliant simulation of 30 days during the height of the battle of England's skies during 1940.

The game puts you in command of 17 squadrons of the few, spread over 19 airfields of 11 and 12 group.

The game consists of an option screen that allows you to select the various training modes, options such as action or not (more of that later), and whether you are using a green screen or a colour monitor.

Entering the campaign game (the full 30 days instead of the one day of training phases) gives you the option of speeding up the game, saving, loading, or starting the game.

When you are in the game proper you are greeted with a map of Southern England and Wales and a small chunk of northern France. On this is also marked the radar stations, major towns and cities liable to attack, and the airfields (also liable to attack).

Radar coverage is vital, as without it you cannot see the enemy until they get far too close, knocking out a radar station results in a lack of cover over a particular section of coast. Pressing 'R' lets you see what is being covered by making that area of coastline glow.

The main user input is via the joystick, which moves a cursor (called a 'command box') around the screen, this gives information on whether a particular installation is active or not, and any status changes. Move the box onto the appropriate area and the info/status area of the screen shows the necessary information.

The bad guys are represented by small and large German insignia depicting the rough size of the formation. Accurate figures of the group (and the fighter/bomber ratio) can be found from the command box.

To stop these enemies of the free world you must scramble your Spitfires and Hurricans and try to wipe them out.

Selecting an airfield with the cursor will show you the number of squadrons available and their status, and the status of the runway and weather. Selecting a 'ready' squadron will allow it to scramble — only one squadron can scramble at a time though, or the runway might get a bit crowded.

When a squadron is airborne it is represented by a good old British roundel, the cursor again will give you information on numbers, ammo, and fuel.

You guide these planes by giving them a destination and letting them fly there, any bad guys on the way get attacked. This is where the fun starts.

If 'action' has been selected, you go into the arcade sequence where you are behind the guns of a Spitfire on the tail of a German formation. Flying towards the lower part of the formation lets you at the bombers, and the higher end is the fighters. As you fly into the group of planes they scatter, leaving you on the tail of one of them. It will then start avoiding action, and you should try and follow it to blast it from existence. However it will not attempt to shoot back at you which is a bit of a disappointment. This section directly affects that squadrons performance, so don't select this option unless you are fairly good.

When the enemy attack a ground target there is also an action sequence, where you man an anti-aircraft gun. This is not nearly so good, as the control of the gun is not very well implemented and everything happens too fast to achieve anything useful.

At the end of the day you get 40 new planes and pilots to allocate as you wish to squadrons that may be under strength.

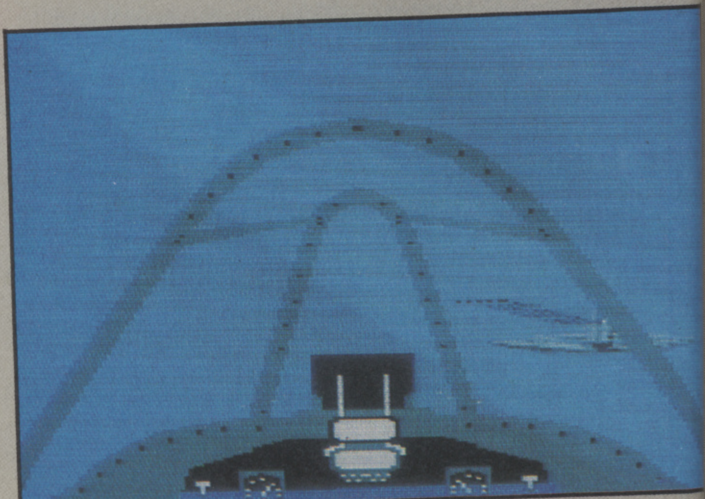
Overall one of the most playable wargames that I have ever played, simple to learn and extremely challenging. The gameplay is very well thought out.

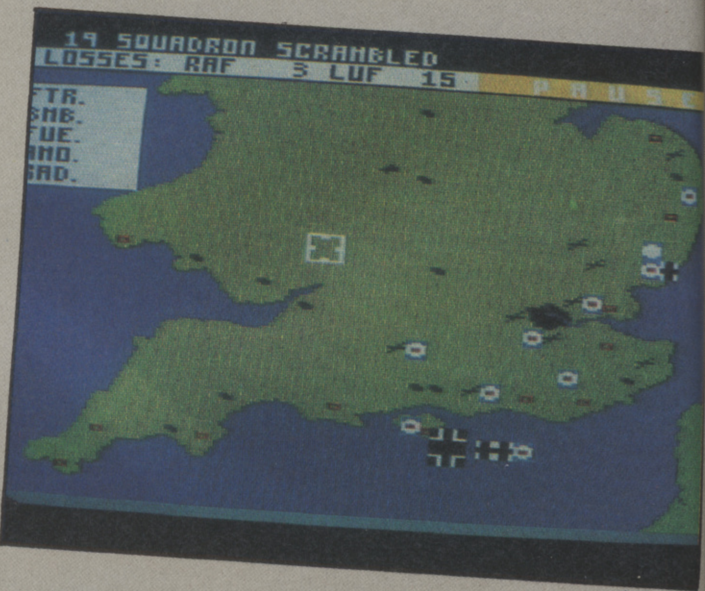
MR

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova ☼





19 SQUADRON SCRAMBLED
LOSSES: RAF 3 LUF 15

Title: Raid
Computer: Amstrad/Enterprise
Supplier: US Gold
Price: £8.95

Raid came out on the Commodore 64 to a storm of protest from the CND, when it was called Raid Over Moscow. In fact the offices of Ocean/US Gold were picketed by placard holding persons in parkas. Apparently the dropping of the offending eastern capital's name from the title is satisfactory to that organisation, and they have now gone home.

The basic idea of the game is to launch space fighters from your orbiting space station, direct them towards missile bases and the aforementioned eastern capital. Destroy the missile silos and lob grenades at the Kremlin!

However while this goes on your (America's) cities are being wiped out by ICBMs launched (one at a time!) from various bases in Russia.

Launching from the space station is initially very difficult as you have to be going at just the right height and speed, this is not revealed to you in the instructions which I think is a bit silly.

Then you drop down to earth where you go through a Zaxxonish 3D type display with nasties that try to destroy you. After that it is just a case of careful positioning to knock out targets.

The implementation on both systems is very similar to that from the Commodore 64 as the same graphic resulution and colour range can be reproduced on both machines. I am glad that with the Enterprise, US Gold/Ocean didn't just do a quick port from the Spectrum and waited until the Amstrad version could be reworked instead.

A good reworking of an old classic from the Commodore 64.

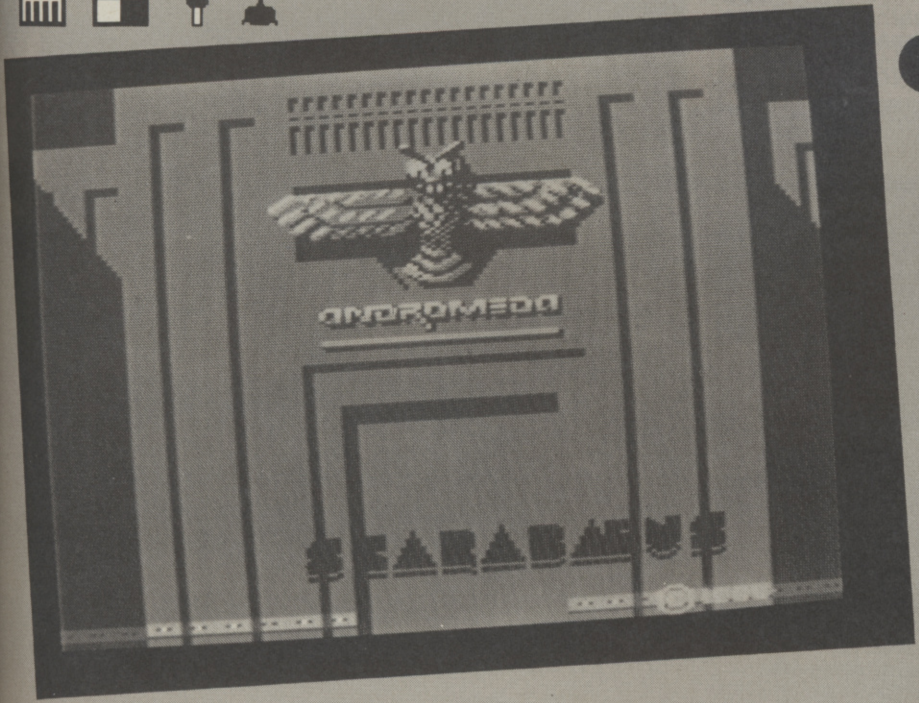
MR

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING ○
Bright Star

Title: Scarabaeus
Computer: Commodore 64
Supplier: Ariolasoft
Price: £9.95



The tombs of the Pharaoh's have long held their reputation as repositories of richly decorated artefacts shrouded in mystery and magic, such a prize is the Scarabaeus. An emerald fashioned by ancient craftsmen into the form of a beetle, the Scarabaeus was buried with a Pharaoh in a labyrinthine pyramid guarded by the spirits of the dead and now you are the discoverer of its final resting place.

The excitement of this discovery was marred by the poisonous bite of a spider whose venom can only be countered by a potion from the tomb. As the sands of time run out, you must search the mazes of the pyramid and find the Scarabaeus before it is too late.

The tomb was built on three levels and each is guarded. The first level contains the ghosts who are the guardians of the heiroglyph symbols which form the key to the solution of level two. By wandering through the 3D maze, you must trap the ghosts and take their heiroglyphs. The ghosts are harmless but swift moving and a map is available to trace their movements. Recovery of all nine symbols enables you to distinguish between poisonous or medicinal potions and good or bad zombie traps down on level two.

To travel between the levels means using the ancient lift which is cranked up or down to the floor you require. Its location is marked on the map and the graphics are very effective and unusual.

From the second level on, things become less and less friendly. Spiders lurk on level two in hidden niches in the wall. Passing one of these alcoves releases the spider who will hunt you down. Fortunately they travel at a slower pace than yourself enabling you to lead them deep into the maze where they will wander forever while you continue searching the alcoves for the medicinal potions and Zombie traps.

If a trap or a potion has heiroglyphs which are all to be found in your key, then you can carry these onto the third level with you. You must find all eight medicines to stand a chance on this final level and the collection of the eighth bottle will automatically kill all of the spiders on level two allowing you to escape to the lift unmolested.

Level three contains the Pharaoh's Tomb which can only be entered by collecting more potions which open up new sections in the tomb entry puzzle. This level is guarded by Zombies, hence the need for the traps.

The puzzle is solved by sliding the pieces around four columns so that they match the fixed end columns, revealed by finding the medicines. You are only allowed 40 moves to solve each puzzle and the sands of time are running low.

The game is a challenging mixture of puzzles and stratagems depicted in attractive graphics. Spice is added by the guardian creatures and the time limit imposed. Unlike all other maze games I have encountered, searching around for an exit from your current location causes the screen to pan around as if turning your head, rather than jumping from one view to another.

An excellent challenge for labyrinth enthusiasts.

ED

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ⌖
Red Giant

Title: International Rugby
Computer: 48K Spectrum
Supplier: Artic
Price: £7.95

It is the final match of the season. England against France at Twickers and I am losing 38-35. Time is ticking away and just one more try will bring me the championship (the Triple Crown and Grand Slam slipped away with an embarrassing loss against Scotland). I picked up the ball deep in my own half, side stepped a couple of Froggies and went tearing down the touchline. Nothing would stop me from scoring a brilliant victory. Nothing except for the stupid referee who blew for full time before I had crossed the line.

Artic is the first company to have a go at a rugby simulation and a pretty good one it is too. After you have tried your hand at a few practice matches, you can take the part of any one of the five countries in the home international championships.

The play is depicted as two seven-a-side teams, one in yellow, the other in black. The player in possession of the ball is shown as either light or dark blue. You can pass, kick or run with the ball in your attempt to score a try. There are also scrums and line outs should be ball go out of play.

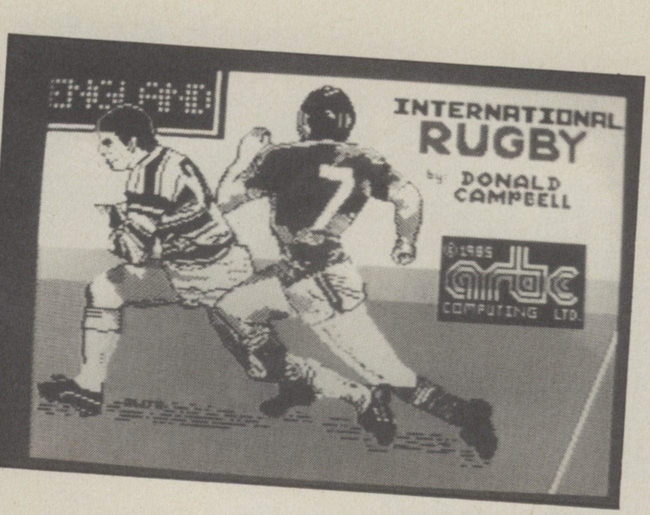
When you score a try, the large board in the top left hand side of the screen, which normally shows advertisements, changes to a close up of the goal post together with arrows indicating the direction and strength of the wind. Taking this into account, you position a cursor at the point you want to aim at and press the fire button to kick. Two linesmen show whether or not you were successful. I invariably found that Sod's Law worked and that I could usually get my kick over the bar with no trouble, unless it was a vital shot in which case the wind changed as I kicked and the ball ended up somewhere near the corner flag! Artic please take note though. A conversion only scores two points not three as in the program.

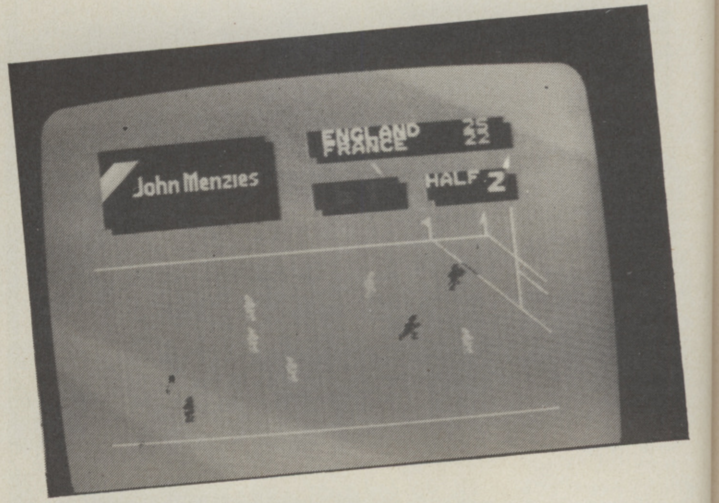
The main problem with this game is the age old Spectrum problem of attributes. When a lot of players were crowded together it was impossible to tell what was going on. Also, the computer decides which player should be under your control and quite often, it is not the one that you want and you have to sit back and watch helplessly as your opponents run in to score. Having said that, I was jumping up and down and shouting all the time that I was playing it and next time I play Scotland, I will try, try and try again. Definitely one to consider if you enjoy sports simulations. **GH**

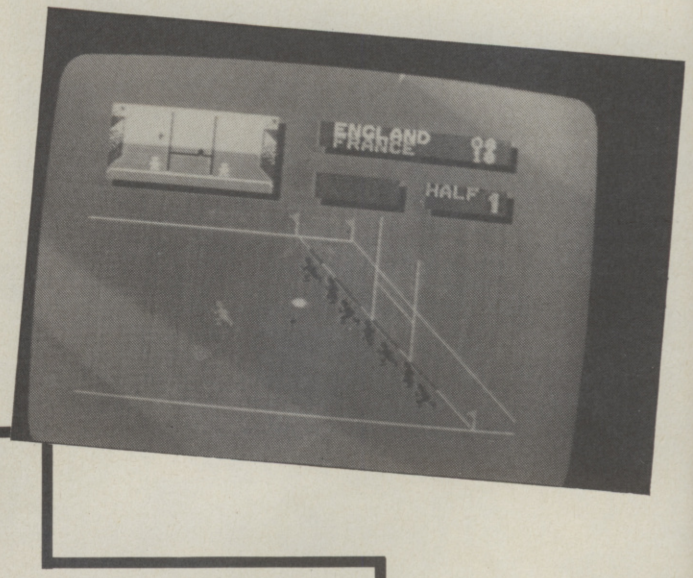
PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Red Giant







Title: Rupert and the Ice Palace
Computer: Commodore 64
Supplier: Quicksilva
Price: £7.95

Another Rupert game. This time Rupert must rescue his friends from the Ice Palace.

The format of the game is single screen ladders and platforms — instead of the scrolling format used in the previous Rupert and the Toymakers Party. Each of the co-characters is frozen and must be touched by Rupert to free them.

Various other sprites are dashing around the screen and reduce the number of ice pills that you have (ie lives) no more ice pills — no more game.

So you bounce from platform to platform, trying not to fall asleep. There may be something after screen four, but not even if the rest of the game is like Elite could it be forgiven the first four screens, they are so boring.

Nice try Quicksilva, but you need more than just a popular name to sell games to kiddies. **MR**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf

Title: **Batalyx**
Computer: **Commodore 64**
Supplier: **Llamasoft/Ariolasoft**
Price: **£9.95**

After four months of sheepless nights, Minter's latest megagame has appeared and yes, ungulates feature strongly. In the blurb he says the concept came to him on an Athen's bus, so who said there was no money in software these days?

What has the hairy one got in store for us now? Well, it's a compendium of six games which have been developed from several of his past favourites with a few new angles for added excitement.

The first 'subgame' is Hallucin-O-Bomblets whose hero is more like a second generation Killdroid from Mama Llama than the pill-popping member of the IRA you might be expecting. This is a classic shoot-'em-up with the droid floating in space being beset by sixteen different types of alien. The game is fast and added complications are caused by the Newton effect: when a bullet is fired your droid is propelled with an equal and opposite force. This means that you have to fire in the direction you don't want to go but do want to fire. If you don't follow what I'm saying you'll have to play the game to understand.

Subgame 2 is AMC II, a jazzed (should that be zarjazzed) up version of Attack of the Mutant Camels for those who may have got the hump with its predecessor. As always the rules are to blast the camels before they blast you.

Pink Floyd's album cover for Dark Side of the Moon inspired the next game: The Activation of Iridis Base and the rules for the game are none too clear. Even Minter describes it as abstract, but zapping around the screen does create some nice sphere trails and the 3D perspective is impressive.

Cippy on the Run marks the return of the Ancipital half-man, half-goat which Minter has been working on for several years now. Resembling Sheep in Space, the horned hero battles against grey spherical objects. Blasting his way from level to level, you must guide him towards the psychedelic bonus run screens which appear after two levels have been completed.

The final game is Synchro II which first appeared as a magazine listing but has since been worked on. The screen display shows textured squares which can be activated by the joystick to move their patterned surfaces at varying speeds. Balls appear which move about in a random fashion across the patchwork and it is the players aim to match each balls speed and direction by the speed and direction of the pattern on each square. This is extremely difficult but at least you can use the patterns to create musical effects if you give up on the game itself.

Instead of a pause feature you get a dose of Psychedelia, so you can create soothing moving patterns to match your mood and calm your shattered nerves during a hectic playing session.

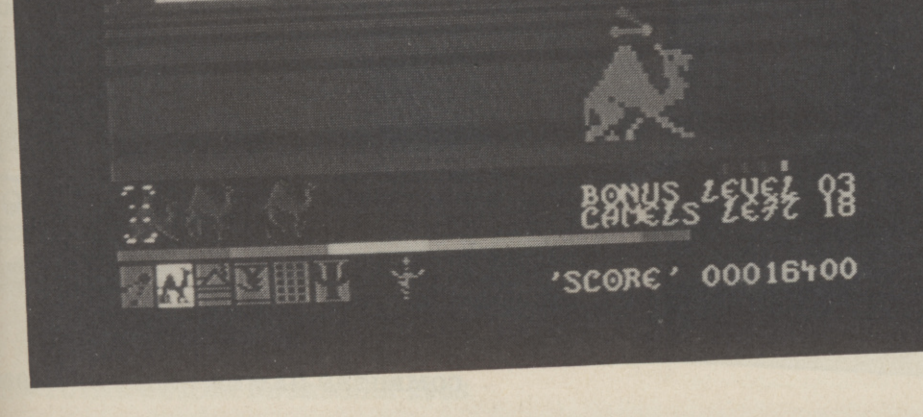
The games are linked by a time factor. Before commencing your odyssey around the subgames you set your own time limit from the range available. This means you can spend anything from five minutes to an hour trying to reach your objective. Subgames can be tackled in any order but the later it is in your allotted time span the harder the game becomes.

This package provides excellent value for the many Llamasoft fans who never seem to tire of Minter's games. The graphics are amazing and the variety makes it a hard beast to tackle. **ED**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING ☼
Nova



Title: **Beach-Head**
Computer: **Enterprise**
Supplier: **US Gold**
Price: **£8.95**

US Gold claim that this game was the first for the Commodore 64 to get to the top of the charts. This is a bit debateable as at the time there were a number of competing and wildly inaccurate charts, but Beach Head was certainly very popular and did get to the top of the first definative (CSR/Gallup) chart.

The Enterprise conversion is true to the original which broadly speaking is five subgames rolled into one.

Initially you must choose to send your naval task force through the secret passageway or direct confrontation with the enemy, the passageway has the advantage of surprise and the enemy are less ready in the next stage making it a bit easier. Though there is a price to pay as the secret passage is mined and has torpedoes running across it (if the passage is secret, why would the enemy mine and torpedo it?).

The next stage is the naval battle, where you have to fend off attacking bombers with your anti-aircraft guns. You must then shell the attacking ships before they get you.

When this naval force has been despatched you get to land your forces on the beach, however you are only allowed to land a certain number of tanks on the beach — however you do get a bonus for eachtank you could have landed.

After that you have to traverse a battlefield with various obstacles until you get to the fortress, there you have to shoot out the gun ports, but only when they are open — so you have to be quick. After a few shots the main gun gets your range and blows you up, you must then send out another tank. Each time you send out a tank it gets harder and harder, eventually you can knock out the fortress and are rewarded with a white flag and a firework display!

The Enterprise version of this game is as good as any of the others and it is full marks to the converters. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING ○
Bright Star

Title: Repton 2
Computer: BBC
Supplier: Superior Software
Price: £9.95 cas, £11.95 disk

A sizeable percentage of BBC and Electron owners must possess a copy of Repton. All of them must have played it. In fact, Repton is a jolly good game.

Repton 2 is something else — brilliant. The sequel contains all the gameplay and features of Repton with so much more that it takes hours just to understand what the hell you are doing.

The basic plan of the game is to collect up to 42 pieces of a puzzle that make up the finishing screen 'Repton 2 is Ended', the first 100 people to photograph this get a T-shirt saying 'I've completed Repton 2' and all the finishers will get entered into a draw for a £200 prize, the closing date is March 31st.

However, to get at these puzzle pieces you have to avoid the giant ants that hatch from eggs as in Repton. The spirits, which are extremely nasty, pulsating, fluffy balls that follow the walls. They are also very difficult to see, their colours being complimentary to the background of the screen, blue on black for example.

Diamonds are present for collection as in the original classic except for one or two small changes. Firstly the diamonds are in cages and secondly, the cages can only be opened by guiding a spirit into it, a very dangerous occupation involving you digging tunnels in just the right place.

A number of skulls are littered about, mainly guarding some of the puzzle. These skulls can only be removed by certain actions, collecting all the diamonds removes one skull, all the earth another, and so on for all five, each one being removed for completing some (impossible looking!) task.

The last (really big) change is transporters. There are 64 transporters that allow you to travel between screens, there being no orderly progression between levels as in the original game. These are great fun and really set your head spinning as one transporter will not necessarily get you back to where you originally set out from — all very confusing, but straightforward in a warped sort of way.

There are 16 screens to travel between and transporters may only be used once — so careful planning and map making is a must.

In addition to all this there is a surface to the planet complete with a meteor shower to dodge. And the ever-present boulders that attempt to crush you to death.

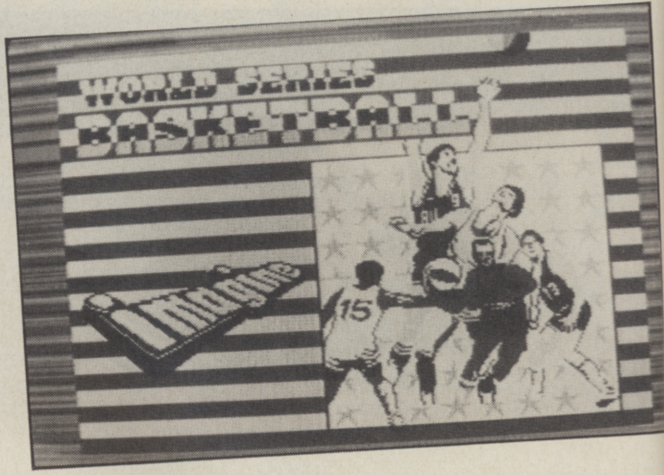
Definitely a great improvement over the usual Rock game. Well worth buying — even for existing Repton owners, which is something that can rarely be said for sequels.

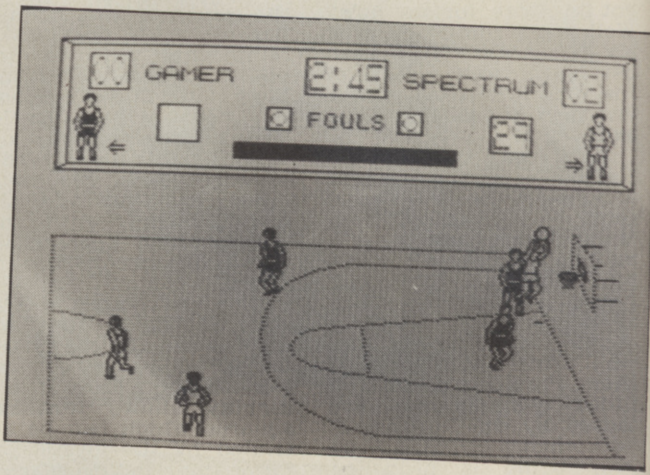
MR

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova





Title: 3D Boxing
Computer: Amstrad
Supplier: James Software
Price: £7.95

There are quite a few boxing games around for various machine at the moment, but this has got to be one of the worst.

You have a number of foes to fight all with apparently different attributes to their boxing style. The only difference was that they took more hits to knock them down.

The graphics are crude and jerky and do not change whenever you change opponent. The boxing technique of the opponents seems to be to wait until you hit them and then they hit you back, if you back off and still still then so do they, hardly realistic at all.

The game is so easy to play that the second time I played it I got all the way to the last match and only narrowly missed demolishing the last man. However, the program still thought I'd won and put up a picture of the belt and called me the champion — very odd.

This game is compatible with the Amstrad speech synth and stereo amp, though even this wouldn't reduce the incredible amount of boredom that this game encourages.

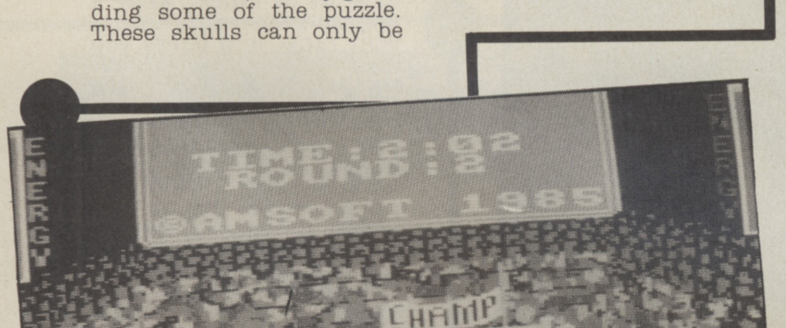
I recommend that you don't go anywhere near this game.

MR

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●

STAR RATING
White Dwarf



Title:	**World Series Basketball**
Computer:	**Spectrum**
Supplier:	**Imagine**
Price:	**£7.95**

The thrills and pace of world class basketball are brought to the Spectrum screen by the new improved Imagine, now firmly under Ocean control.

The crowd hush as the teams come out for the first match in the World series. It's you against the deadly Spectrum team. You choose you control keys carefully as any slip could be costly.

The Spectrum scores straight from the jump off. Two minutes later you're 26-0 down.

This is usual as when the game is loaded it is automatically set to its highest level. Change this from six to one and you've got a better chance.

When you get fed up with losing to the computer you can swap to two player mode with the option of using 1 or even 2 joysticks.

If you still get beaten by human opponents then you should opt for practise mode and throw some passes around.

Passing is of course the key to the game as a well timed pass can leave you free to score.

You control one of your men at any one time but this changes as you pass or intercept the ball. This one shaded in whereas the others look hollow on a single colour background. The main problem facing beginners is distinguishing your men from the others particularly when three or four are bunched together. After a while this didn't bother me as I used the patented "If I can move it must be mine" theory which only went badly wrong a few times. Never mind maybe I'll win the next game.

TH

PLANET RATINGS

Originality	3
Graphics	3
Use of machine	4
Value for money	4

STAR RATING
Bright Star

Title:	**Soul of a Robot**
Computer:	**Amstrad**
Supplier:	**Mastertronic**
Price:	**£1.99**

Under the sub-title of Nonterraqueous II, this is a 16 x 16 room ladders and ramps game.

You play a little robot whose soul is in torment because the citizens of Nonterraqueous have created him with the mind of a man. This is to destroy the evil computer that has taken over their lives and has gone crazy, and is about to self destruct to take the planet with it.

The robot's will only allow it to find peace if it dies. And the programmers of the robot have only allowed it to die when it reaches the computer's lair.

There it can explode its built-in bomb — killing itself and its enemy.

This is one of the first games I have seen where the idea of the game is to die!

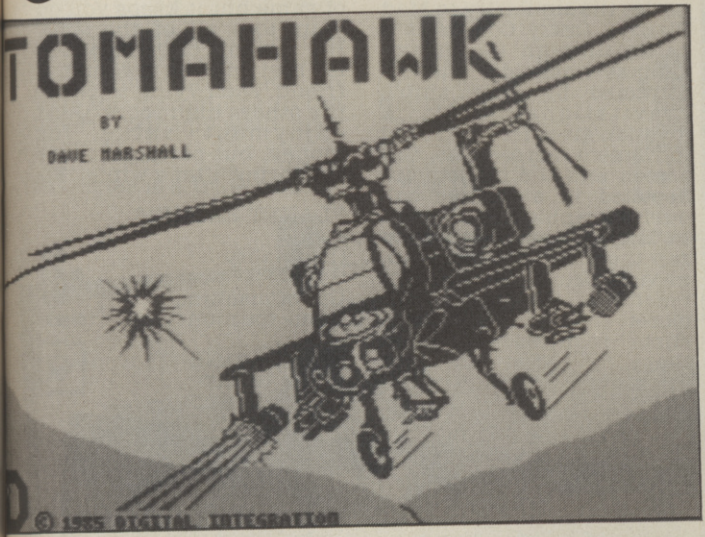
The game is pleasant enough, and has reasonable graphics that are quite colourful, and it is as good as any other ladders and ramps game. And at two quid it can't be all that bad.

MR

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Bright Star



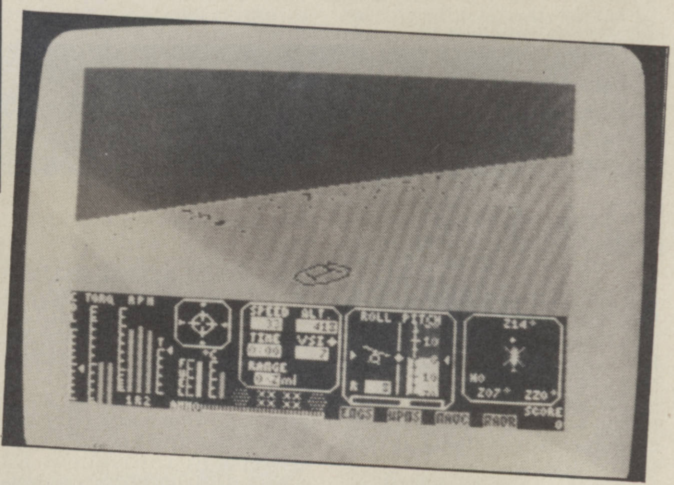
Title:	**Tomahawk**
Computer:	**Spectrum**
Supplier:	**Digital Integration**
Price:	**£7.95**

Fly a 14 million pound helicopter for only £7.95 is the slogan that introduces the Digital's follow up to the excellent Fighter Pilot.

The helicopter in question is an Apache Advanced attack helicopter that is supposed to be the meanest, deadliest helicopter ever to rule the skies. The trouble with flying the "deadliest, meanest helicopter that ever ruled the skies" is that it quickly becomes extremely boring.

The puny opponents that are thrown against you are quickly stomped into the ground leaving suicide dives into the mountains the only challenge.

In fact the hardest thing about this game is persuading it that you actually have a real copy and not a pirate copy. It uses the new Lenslok security which I now detest. The operation of this device is quite involved and resulted in eye strain and a headache. The problem is that you must stare through a small plastic device, with one eye closed, and an inch from the screen in an attempt to decode a two letter code.



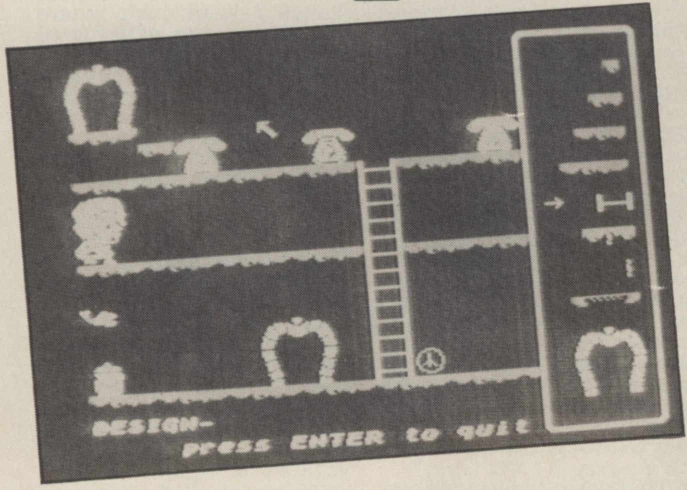
As to the game itself although it offers a bewildering array of options and control modes (including one using 2 joysticks) the game remains a flight simulator flying over a vector drawn 3D landscape.

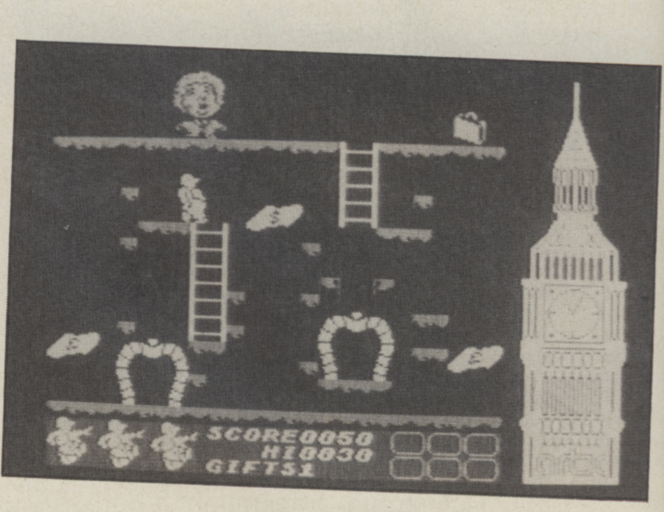
If you're a connoisseur of flight simulators then no doubt you'll add this one to your collection but personally I feel it's time to move on.

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
White Dwarf





Title:	**Big Ben Strikes Again**
Computer:	**Spectrum**
Supplier:	**Artic**
Price:	**£7.95**

Big Ben Strikes Again is in fact two programs in one. The first is a 20 screen platform game in which scoop reporter, Ben of the Chronical, must get his story and the second is a screen editor to design your own screens.

Ben's story is about to break in the houses of Parliament and so he is sent there to piece it together by his midnight deadline.

To collect the information he needs, Ben must search the corridors of power for gifts that he can exchange with celebrities, such as Mad Maggie for leaked information.

All these celebrities bear a striking resemblence to members of the government (except one a policeman) but I'm sure this is only a "coincidence". Another "coincidence" is the list of gifts that would appeal to these celebrities. For example a bike might get some information out of Norman whereas a pair of glasses may please Geoffrey.

This isn't as easy as it seems as there are only six celebrities and six gifts that are spread throughout 20 screens linked by a network of portals and populated with the obligatory nasties. These include pounds and dollars, ray guns, glasses, suitcases and bowler hats.

The screen editor allows you to alter any of the existing screens or design new ones from scratch.

By using the keyboard or joystick you can simply build a screenful of platforms, trapdoors, portals and ropes and select from a library of 20 nasties to inhabit it. Then you can test it by playing and either save it to tape or restart the game. **TH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star

Title:	**Crazy Comets**
Computer:	**Commodore 64**
Supplier:	**Martech**
Price:	**£7.95**

This is such a simple game that the review will be short but this does not reflect the enjoyment to be gained from playing.

Pretending I didn't notice the similarity to Mad Planets, Crazy Comets is a battle through the galaxy against homicidal planets attracted by your ship's gravitational pull. A joystick gives free and easy movement across the full screen and the planets are depicted in attractive colourful graphics.

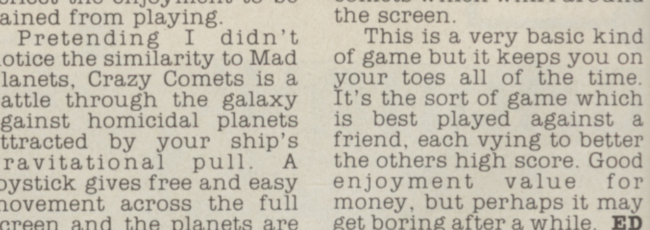
The best approach is to zap the planets as they approach from the distant reaches of the galaxy. The closer they are, the more shots required to finish them off. After the first phase is complete the second phase brings more of the same but at the end there are space capsules to collect amid a shower of comets which whirl around the screen.

This is a very basic kind of game but it keeps you on your toes all of the time. It's the sort of game which is best played against a friend, each vying to better the others high score. Good enjoyment value for money, but perhaps it may get boring after a while. **ED**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf



Title:	**Discs of Death**
Computer:	**48K Spectrum**
Supplier:	**Artic**
Price:	**£6.95**

Taking your place in the arena, you wait for your opponent to arrive. Only one of you will survive as you try to destroy each other with what amounts to killer frisbees.

Discs of Death from Artic is a 3D combat game that on first appearances looks like Tron played in a squash court. You have three discs with which you can attempt to destroy your opponent whilst at the same time dodging his. If they don't hit him, they automatically bounce back into your hands. The skillful part comes from actually hitting your adversary as he as an annoying habit of waiting for you to throw and then moving out of the way!

The arena is walled and your discs can be bounced off the side and back walls as in squash. I must admit that a disc which hits both side and back walls before rebounding into your enemy's neck is very satisfying.

You stand on one of two or three platforms (it varies according to level) and can leap about from one to the other. Your opponent does likewise.

Control of your character is a trifle confusing at first. Left and right make you leap to the appropriate platform. Pulling the joystick back puts you into a defensive mode to block your opponent's discs and pushing it forward launches one of your own discs. Where your disc goes depends on where you aim it. There is a cursor on the back wall which can be controlled by pressing fire all the time and expecting to throw a disc. I suppose it comes from playing all those other games where the fire button actually fires something.

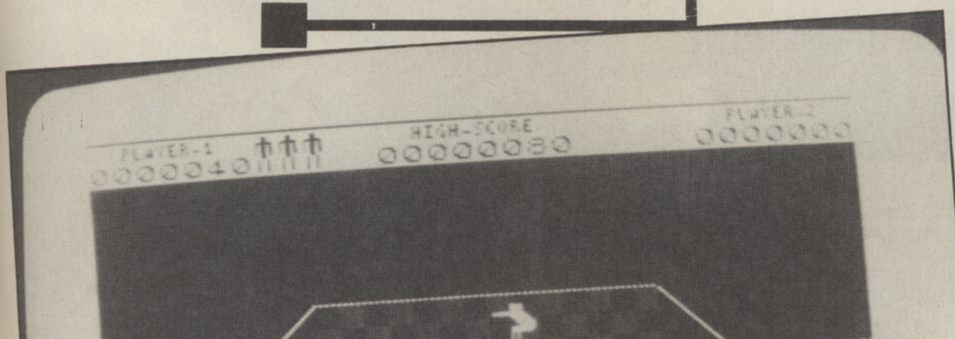
Killing your opponent takes you on to the next level which is that little bit harder as your opponent moves faster and throws more accurately and the discs start to follow you as you move. Unlike your enemy though, you have three lives.

This is an average game with some nice large graphics but it doesn't offer anything startlingly original and lacks lasting appeal. **GH**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf



Title:	**Imhotep**
Computer:	**C64**
Supplier:	**Ultimate**
Price:	**£9.95**

There is nothing more annoying in the world than reading a game review where the reviewer bleats about not being able to get past the first screen. This is just such a review.

Ultimate are continuing towards the undisputed enigmatic software house title by producing a game with an opening level of difficulty that is initially challenging but ultimately hard enough to suck your fist through the screen in frustration.

Perhaps Ultimate are producing a new range of games where you start with an impossible task and move onto something more difficult. Buyers of this game may never know unless they devote a sizeable chunk of their life to hammering the fire button.

In case you are wondering whether your correspondent has been struck by arthritic wrist it must be stated that several eminent joystick shifters were flown in to try their hand and in all cases pronounced the level as being virtually unplayable.

So what is difficult? All you have to do in theory is fly Imhotep across the desert while mounted on a friendly vulture. However the skies grow dark with unfriendly vultures each more than willing to ground you. The enemy vultures come with a variety of characteristics. Some fly aimlessly across screen letting off the odd missile but others can lock onto your vulture and hound it remorselessly out of the air. The vultures are colour coded but attack with such speed and accuracy as to make evasive manoeuvres well nigh impossible.

Speeding from one end of the screen to another maybe effective in shaking them off but you are likely to collide with vultures ambling onto the screen behind your steed.

The graphics are tremendous and you have plenty of time to appreciate them as your five lives are whittled away to zero.

The level of difficulty (incidentally the game begins with Level 2 — enigmatic huh?) would not be so bad if the stage of the game were not so interminable after a few minutes you will be whimpering for level 3.

All sorts of Ancient Egyptian goodies are promised in the sleeve notes in the later stages of Imhoteps quest to unlock the secret of the Nile and free the land from the grips of famine and drought. Unless your brain is in your wrist it seems that these mysteries will be denied you. If you like a challenge this game may be for you. I only hope the rest o the game is worth the effort.

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star

Title: **Critical Mass**
Computer: **Spectrum**
Supplier: **Durell**
Price: **£8.95**

Those aliens are causing trouble again! This time they've seized contol of an anti-matter conversion plant and are demanding your surrender otherwise they will self destruct it creating a black hole that will destroy the popular end of the galaxy. Your mission is to stop them.

Your jet propelled hover craft is dropped to the west of the plant as they start the countdown to critical mass.

Your aim is simple. Get to the plant as quickly as possible. Unfortunately, this isn't going to be very easy as they are throwing everything at you.

You begin five zones away from the plant where you only meet their long distance raiders that are hardly a match for your high density light phasor. However as you travel through the later zones you are attacked by their own strike craft as well as mines and curious energy clouds.

All this will soon be too much for your energy banks to handle. They will explode taking your ship with them leaving you floating on your jetpack over the debris.

Now you are at the mercy of some Dune like worms that suddenly appear to grab you. If you're lucky you might be able to find a pod and in it a replacement attack craft.

The craft is remarkably difficult to control considering you only have to worry about rotate left or right, thrust and fire keys. Indeed most novice pilot deaths will be caused by crashing into rocks and rather evil looking spikes than at the hands of the aliens themselves.

Once you manage to get through all five zones you will come to the wall which you have to open by blasting a hole in it. Getting through is another problem as soon as the wall is breached the alien defences pile on you, which at best, push you away long enough for the wall to regenerate.

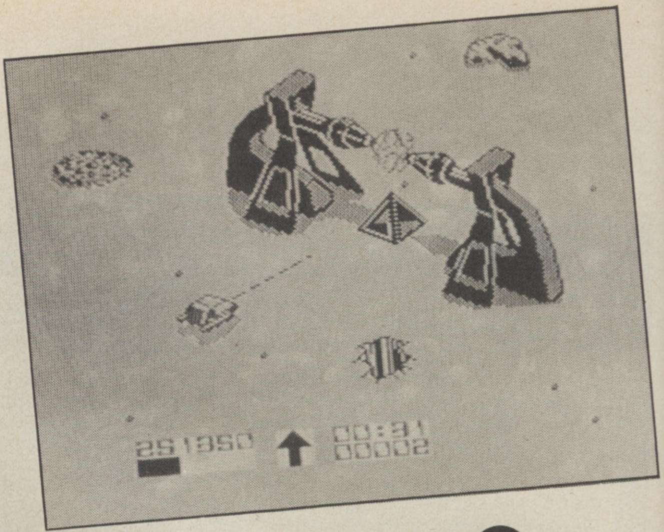
Should you manage to get through the wall and complete the game (I'm not saying any more as its the subject of a competition on the game pack) you can always try the mission at a higher level.

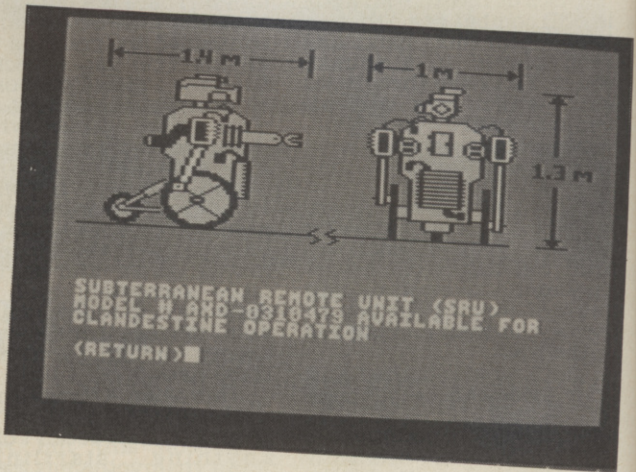
An excellent arcade game that will challenge the best. **TH**

PLANET RATINGS

Originality ●●●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●●●

STAR RATING
Red Giant





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SUBTERRANEAN REMOTE UNIT (SRU)
MODEL # AXD-0310479 AVAILABLE FOR
CLANDESTINE OPERATION
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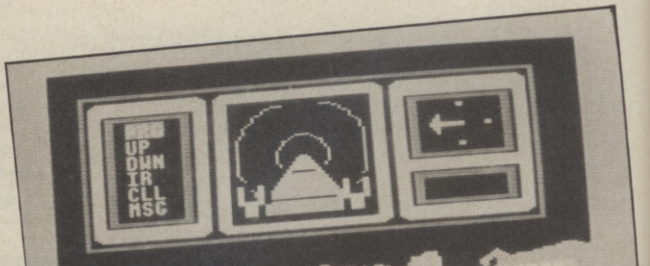


Title: **Hacker**
Computer: **C64/Spectrum**
Supplier: **Activision**
Price: **£7.95**

Launched in a blaze of publicity, Hacker is nothing to do with hacking at all.

The beginning of the game gives you a front panel similar to that encountered when accessing a big computer like in a University or big business. The much hyped 'Logon Please' message appears. If you type in anything it will tell you to type in for help, a couple of helps and you will drop into the main computer whether you like it or not — really realistic hacking!

After more of this pseudo hacking drivel, you end up in the main game which surprisingly is very good and very addictive!

The object of the game is to collect up various pieces of a shredded document that is evidence against the dreaded Magma company. They are dreaded because they have started a core tap power plant which is in danger of destroying the world! To fox them you must travel around the world through the transmit tubes and trade with spys in 11 cities to get the bits of the document, this is quite complex as things have to be traded in the right order.

The graphics are very good, and each country has an excellent picture depicting it — look out for the houses of parliament. A good game but don't get it if you are out for a quick hack. **MR**

PLANET RATINGS

Originality ●●●●●
Graphics ●●●●
Use of machine ●●●
Value for money ●●●

STAR RATING
Bright Star

Title: **Starquake**
Computer: **Spectrum**
Supplier: **Bubble Bus Software**
Price: **£7.95**

The people at Bubble Bus are probably very tired of having their games compared to those of Ultimate. If so, then they're not going to like this review, because I'm going to do it again.

Just as their previous game, Wizard's Lair, was a derivative of Atic Atac, so Starquake seems to have been inspired by Underwulde. However, as with Wizard's Lair, Bubble Bus haven't slavishly copied Ultimate's games but have added to the complexity of the games so that they stand on their own merits.

In Starquake you are in control of a Blob — a Bio-Logically Operating Being — whose task it is to reconstruct the core of a planet which is about to go 'Ka Boomf' (that's what it says in the cassette notes) and suck up the rest of the galaxy into a black hole. The trouble is that as with Ultimate's games the instructions aren't a mine of information, so it's up to you to figure out what you're supposed to be doing with all the features included in the game, and then to go on and try to complete the game.

There are quite a lot of features to the game, too. Wandering through the caves below the planet's surface you'll discover all sorts of floating thingies, that will of course attempt to destroy you. There's a teleport system consisting of a number of chambers which allow you to beam into various areas of the planet core (provided that you can find the necessary code words), and there's even something called a 'flexible thingydoo', but I haven't figured out what it is yet (and I'm not sure that I want to either, for that matter).

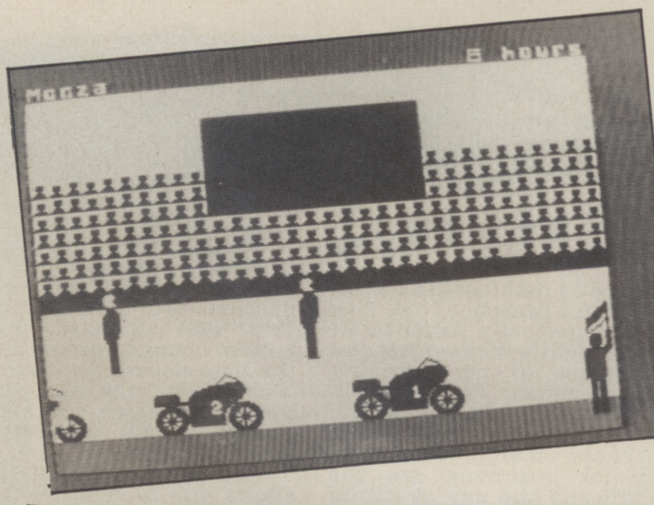
Blob is quite a cute character who can initially only walk left/right and zap things, but dotted around the caves are a number of hover pads and platforms which allow him to fly and manoeuvre more fully as he attempts to collect the other items he needs to fulfill his task.

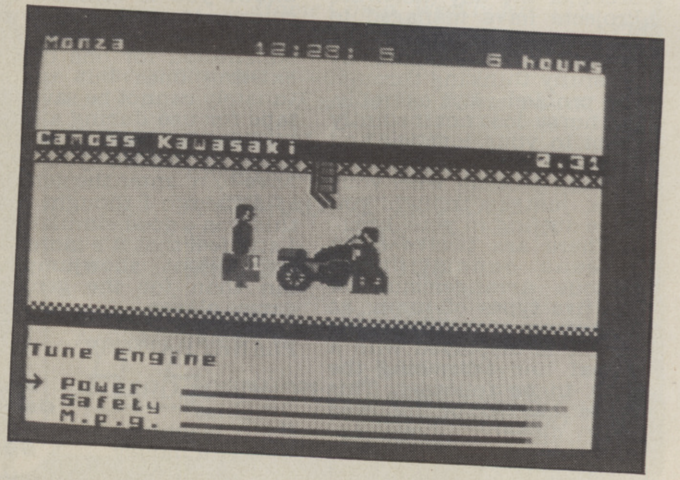
The controls are simple to handle and quite responsive, though you do have to be very careful when typing teleport codes as there doesn't seem to be any facility for correcting mistakes. The graphics and animation are, if anything, a little clearer and neater than in Underwulde. All in all, I found Starquake an enjoyable and addictive game, and one which should be sufficiently complex to hold your attention for quite some time. **SD**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Bright Star





Title: **Endurance**
Computer: **Spectrum**
Supplier: **CRL**
Price: **£7.95**

After CRL's notable success with the game Formula 1, they have launched a similar game based on the world of Endurance bike racing.

Endurance bike racing is a great test of man and machine, races lasting upto 24 hours with two riders taking turns and any bike to run the whole course stands a chance of getting placed.

The game provides between one and six players with a team of two bikes and four riders. Team colours are selectable, as is the numbers on the bikes and the names of the riders though suggested names of riders in this field are suggested. Also, you can change the type of bike to whatever you like — though this does not affect the outcome of the race or the performance of the bike.

When all that has been sorted out you get to the initial race preparation. This involves the choice of tyre compound for each wheel, choice of rider to start with, and frame/engine tuning. This tuning is what defines the characteristics of the bike. The engine has the factors of speed, economy, and safety. These are altered by judicious juggling of bar charts detailing the amount of preference given to each attribute. The same goes for the frame which can be adjusted for wear, handling, and safety. each bike in your team can be adjusted separately.

Then it's off to the races. There is the option to select between one of a series of races, or to do the whole lot as a championship, with points for placings.

When the race is running you get a view from the pits at the main grandstand with the leader board and starting line in view. Every lap the bikes race past and you can give them instructions at this point (in reality that would be the only time you could). Instructions go to a specific bike and take the form of changing speed (which affects wear and fuel economy), or a call to the pits. Sometimes a call to the pits is compulsory (broken frame, engine, fuel etc.). When in the pits you move the mechanic to the appropriate place on the bike press fire and you can examine or change all the various aspects of the bike, including new brakes and headlights if they are malfunctioning, returning and refuelling the bike, and readjusting the frame if it has been damaged — you can also change riders if they are a bit worn out and retire the bike if you want.

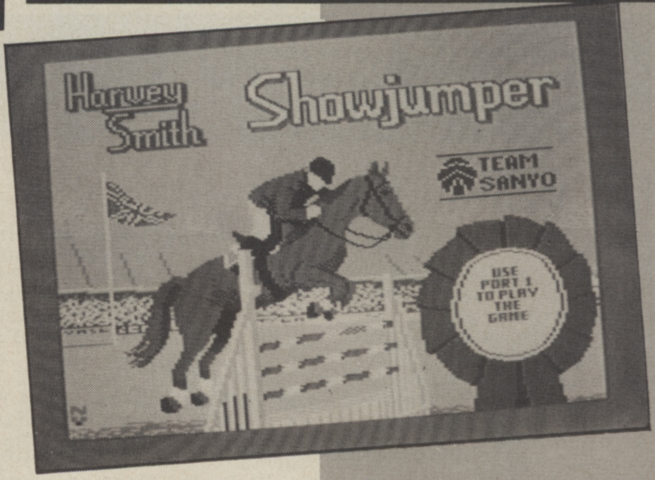
Overall this is an excellent simulation of the sport, and one that hasn't been tackled before. It is good that somebody is at last taking a different approach to racing rather than the well trodden Pole Position route. **MR**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Nova

Title: Harvey Smith's Showjumping
Computer: Commodore 64
Supplier: Software Projects
Price: £7.95



I really didn't think I'd enjoy this game but I did. This is principally because of the ability to remodel the courses of my own requirements.

Showjumping is at its best against the clock where sharp turns and quick reactions are the order of the day. Software Projects have managed to capture something of the essence of the sport by carefully thinking through the problem. For example, the horse does not instantly react to your joystick and to speed it along you have to keep jabbing with your stick just as though you were digging in your heels.

There are twelve fixed screens consisting of various arrangements of the five types of jump. At the bottom of the screen the course is displayed with a dotted line describing the path to be followed. This route has to be followed very closely. Even approaching another fence in an attempt to gain a good run at the next jump results in disqualification.

Similarly, four faults are awarded for a fallen fence and three for a refusal.

The upper screen shows a small section of the course in 3D and the movements of the horse are very well animated. The bottom of the screen shows the time elapsed, the faults accrued and the name of the horse (which you may change to suit your personal favourite).

The game designer allows you to remodel the course to suit you own skills. The new course is substituted for one of the existing ones but unfortunately cannot be saved to tape for use during a later session, so each time the game is loaded you will have to re-enter the details.

Although I thought that this was a good simulation, I still feel that it's more for the ardent showjumping fan than for the general games player. **ED**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star

Title: Saboteur
Computer: Spectrum
Supplier: Durell
Price: £8.95

If you enjoyed playing kung-fu games then you'll love this one. It's best described as a kung-fu arcade adventure in which you play a highly skilled mercenary. Your latest job is for a bunch of revolutionaries who want you to infiltrate a central security office and steal a floppy disk containing a list of rebel leaders before the information is transmitted throughout the country.

You arrive by dinghy at a wharf by a warehouse which is the location of the disguised security office. Ahead of you lie an underground complex of 118 rooms complete with two underground trains.

You'll need all you kung-fu and weapon skills if you are to survive the rooms packed with armed guards, laser firing video cameras and vicious guard dogs.

You enter the warehoue holding only a shuriken (a pointed throwing weapon) with only 90 minutes (game time) to reach the computer room and find the disk.

Although you can stop and fight the various guards the key task that you're paid to do is to get the disk. You do get some cash for fighting and killing guards as you go through the game via a paid-as-you-kill scheme but you get nothing for harming dogs.

It is important to keep the dollars rolling in as these represent your score in the game. Killing a guard with a kung-fu blow nets you $500 where as killing with a weapon gets you only $100. Naturally using a weapon is easier and quicker but each one can only be thrown once. Luckily you can find other objects ranging from knives to bricks which flash in the "Near" box on the bottom left of your screen display. A quick jab of the joystick and it's in your sticky hands.

Unfortunately you can only hold one object at a time to leave your hands free for all the kung-fu blows. This creates a problem for you on the way out since if you're holding the disk you can't use any weapons.

Once you've creamed a few guards and tamed a few dogs you're ready for the full challenge that brings a tidy profit of $10,000. All this entails is finding a bomb in the warehouse and swapping it for the disk setting it to explode. Get out safely and the money is yours.

This should only be attempted by skilled saboteurs as carrying the bomb to the computer room cuts down your weapon use even more and once you've swapped if for the disk, sets you another time limit in which you must escape.

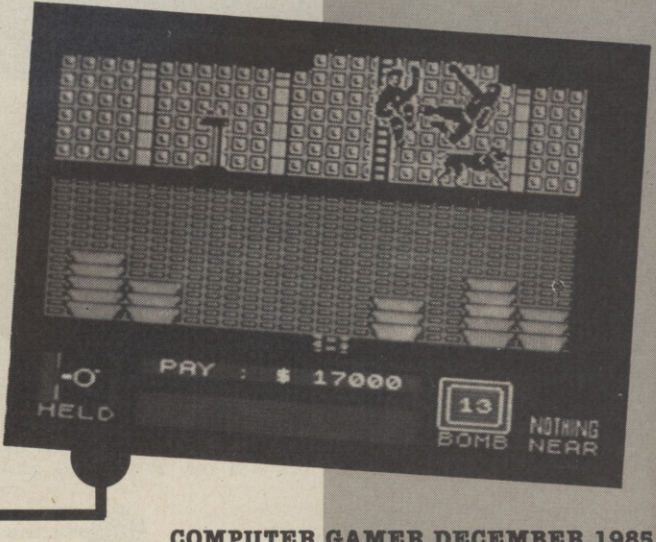
Escape is via a patient helicopter which hangs around waiting for you. If I had my way I'd pay the pilot to land and give me some help inside the warehouse.

An exceptional game that takes the kung-fu game a stage further to perfection. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova



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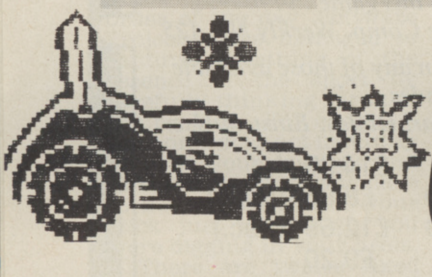


COMPETITION

Alphabatim and Computer Gamer are proud to announce that the top prize in this great competition is one of the new Commodore 'super' computers — the Amiga.

At about £1000-£1400 this machine is a bit out of the range of this magazine, you'd have to win a competition to get one. But it is interesting to look at where technology will be going in the next few years — although the Amiga looks like being about 5 years ahead of the opposition.

Apparently, Commodore may be licencing the design, as long as the licencee buys all the custom chips off Mostek (the chip manufacturing arm of Commodore). So with any luck we may be seeing Amiga type machines at a reasonable price in a year or two.

For the reasons why this interests me so much, think about the games that would be possible with 640 x 600 resolution graphics in 4096 colours (subject to some restrictions), apparently infinite sprites, and the ability to synthesize ANY sound, noise, or speech.

Companies like Activision, and all the big American names are already starting work on games for the machine, and what games they will be. For those of you that have seen Marble Madness in the arcades, you will be stunned when you hear that the conversion for the Amiga is reported to be BETTER than the original. So this is a very worthwhile prize to get.

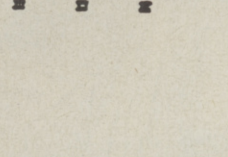
What! You've never heard of Alphabatim? Well you should know who is running it, it's made up out of the programmer who wrote Daley Thompson's Decathlon, and the ex Public Relations person for New Generation, and Hewson Consultants. So they are both experienced in their fields.

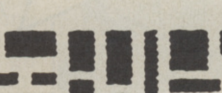
Their first game is called The Robot Messiah, an arcade adventure with 152 screens over three levels.

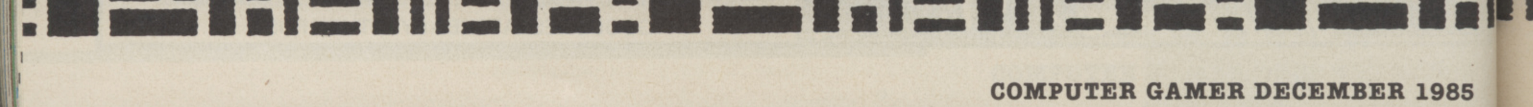
The scenario is that on a robot planet there are boss robots and slave robots. One philosopher robot called Socrates (where have I heard that name before?), he thinks that perhaps it is not nice to have all the slave robots slaving away in the mines. The boss robot authorities disagree and decide that he ought to get some first hand knowledge of just what it is like to work in the mines and send him down to spend the rest of his life in slavery.

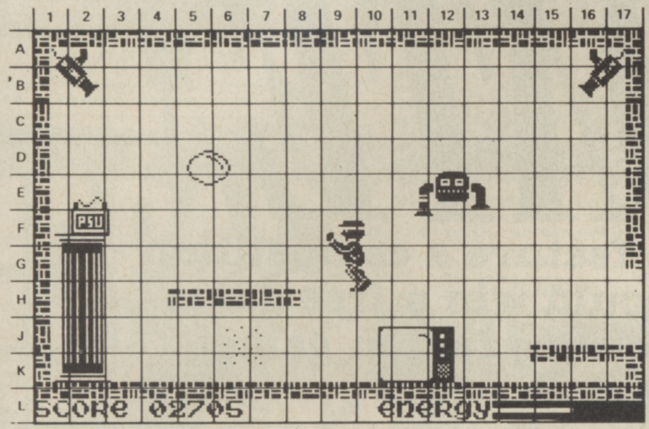
Years pass and Socrates becomes much the worse for wear and finally gives up hope of ever leading his people out of slavery.

One day, he meets with a slightly more rebellious robot who gets instructed to Socrates on what to do to re-program the central controlling computer of the robot world and free all the slaves. He becomes the Robot Messiah . . .





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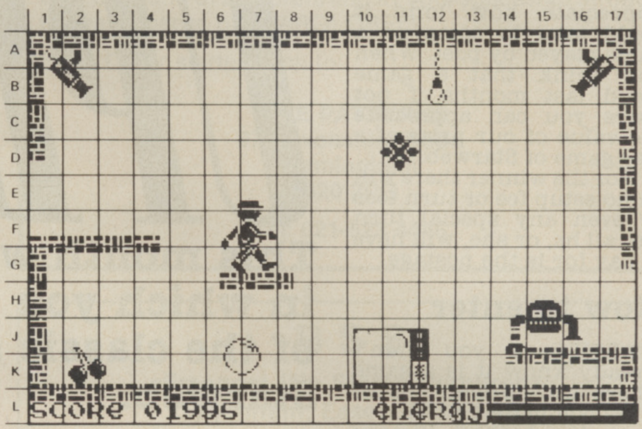
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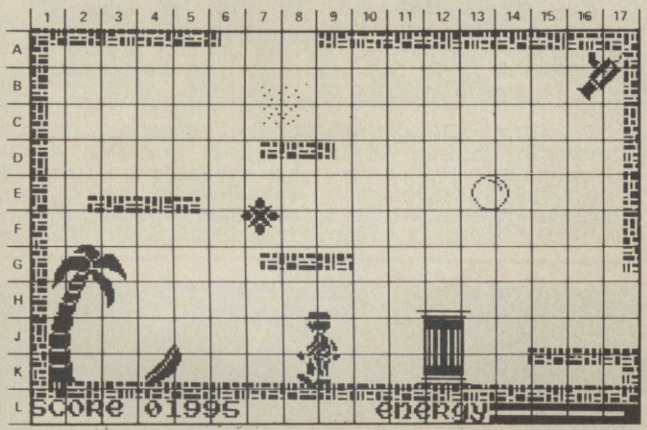
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energy

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In the game you play our hero, who has to collect three envelopes. These contain the codes to reprogram the main computer. Can you make your way through to save the world, can you become The Robot Messiah, only time will tell . . .

What To Do

On the coupon you will see three screens from the game. However three of the lightbulbs that light up the mine have been erased, one from each screen. All you have to do is to work out where they are and spot-the-bulb. Fill out the coupon and write the coordinates of where you think the bulbs are on the back of the envelope, also put a cross in each box on the coupon.

Send all entries to:

Messiah
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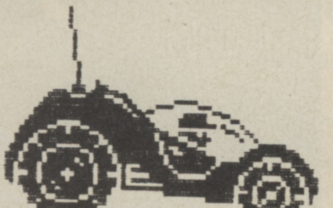


Competition Rules

1. This competition is open to all UK readers of Computer Gamer except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Alphabatim or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be **postmarked before** 30th December 1985.
4. The prizes will be awarded to the first 11 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.

PBM ADVENTURE UPDATE

This month we feature a competition in which you could win a free game of the classic science fiction game, Starweb.

Starweb Competition

If you are a regular reader of PBM Update then you'll appreciate how long it could take to complete a game played by post. When you think that a game could last months if not years you can appreciate the value of our prize of a free game of Starweb.

For the winner there will be no setup fee or turn fees or even any special turn fees all he, or she, will have to pay for is the postage.

How to enter

STARWEB if you didn't already know it is a game where six different racial types combat each other to score the highest Victory Point total at the end of the game. Since, however, they are all different types they all have different ways of making the points.

What we want you to do is to design a New Racial Type for STARWEB. The racial type must fit into the game of STARWEB and not just be an amended version of something you've read in an SF novel. For that reason you need to list the following criteria for your Race.

First.

It's "Prime Directive" or sole purpose. For the Berserker for example that easy. It just likes to Kill human life. The Pirate gets points for looting Planets and leaving them barren for a number of turns. The Apostle wants to convert all of humanity to the "One True Way." The Artifact Collector is plain greedy, picking up intergalactic baubles whilst the Empire Builder does the same with Worlds. The Merchant sits in the middle and counts his profits.

Second.

Its Unique attributes. This is what makes the races act differently. The Berserker can "populate" ("robotate? Automate?) planets without an atmosphere. The Merchant can carry twice as much base Metal in his ships. Pirates can overwhealm enemy fleets by use of a sort of intergalactic boarding party, capturing enemy ships without firing a shot. Apostles just sit around reading their good book. Anyone coming into their sphere of influence can be converted away powering up his economy and the jaded Artifact Collector can not only pick up Artifacts at will, but the damaging artifacts like the Plastic ones and the Lesser of Two Evils hold no fear for him.

Finally say which of the already existing Races would make its natural ally and its natural enemy, and say why. We're not giving any clues here but consider the value of a Race that likes to kill humans to a Race that needs holy Martyrs and think how a well timed Pirate raid can just ruin an industrious Empire Builder's whole day. Not to mention what a bunch of video games dropped onto a planet of the faithful will do to their devotions.

Have fun

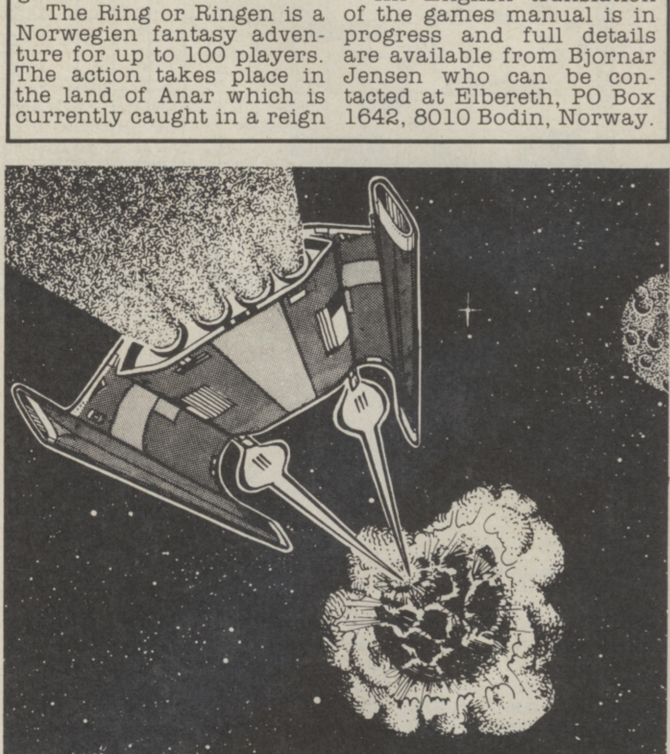
The winner gets a free game of STARWEB to be run in the UK by ICBM.

Play by mail gamers who enjoy an international flavour to the games will be delighted to know that we have tracked down another game.

The Ring or Ringen is a Norwegien fantasy adventure for up to 100 players. The action takes place in the land of Anar which is currently caught in a reign of terror.

Your task is to firstly find the ring of power and then use it to end this tyrany.

An English translation of the games manual is in progress and full details are available from Bjornar Jensen who can be contacted at Elbereth, PO Box 1642, 8010 Bodin, Norway.



Send your entry with the form below to Computer Gamer (Starweb) Competition No. 1 Golden Square, London W1R 3AB. All entries should reach us by Jan 10th.

Computer Gamer (Starweb) Competition, 1 Golden Square, London W1R 3AB.

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My race is called . . . .

I have enclosed details of it on a separate sheet.

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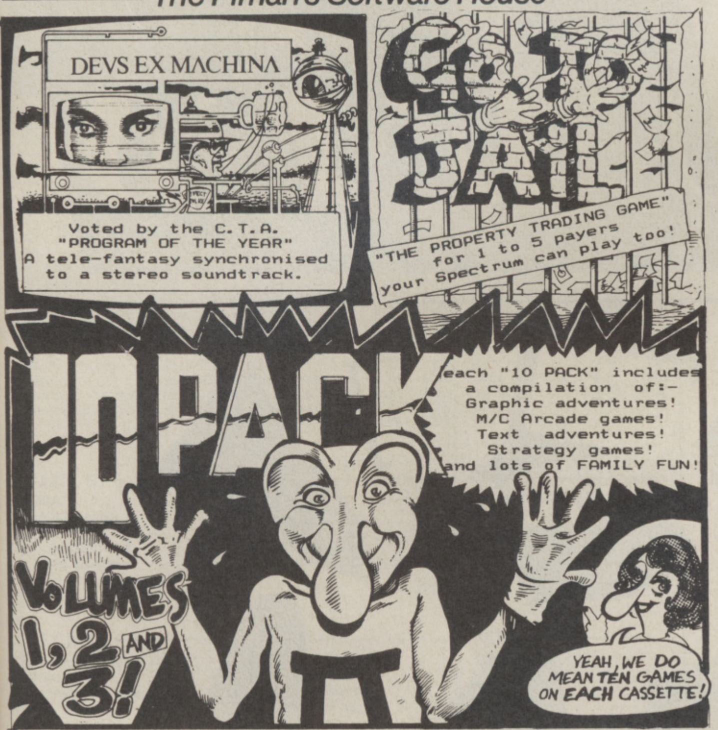
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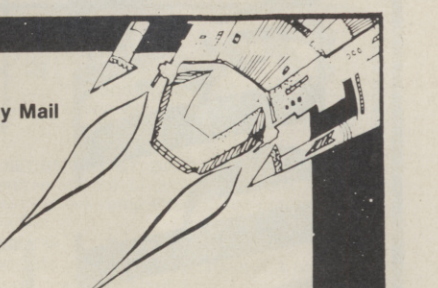

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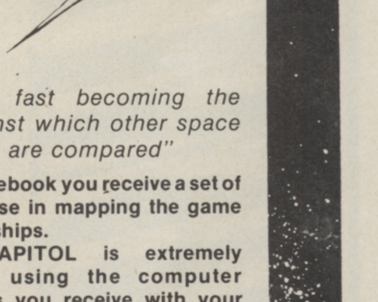
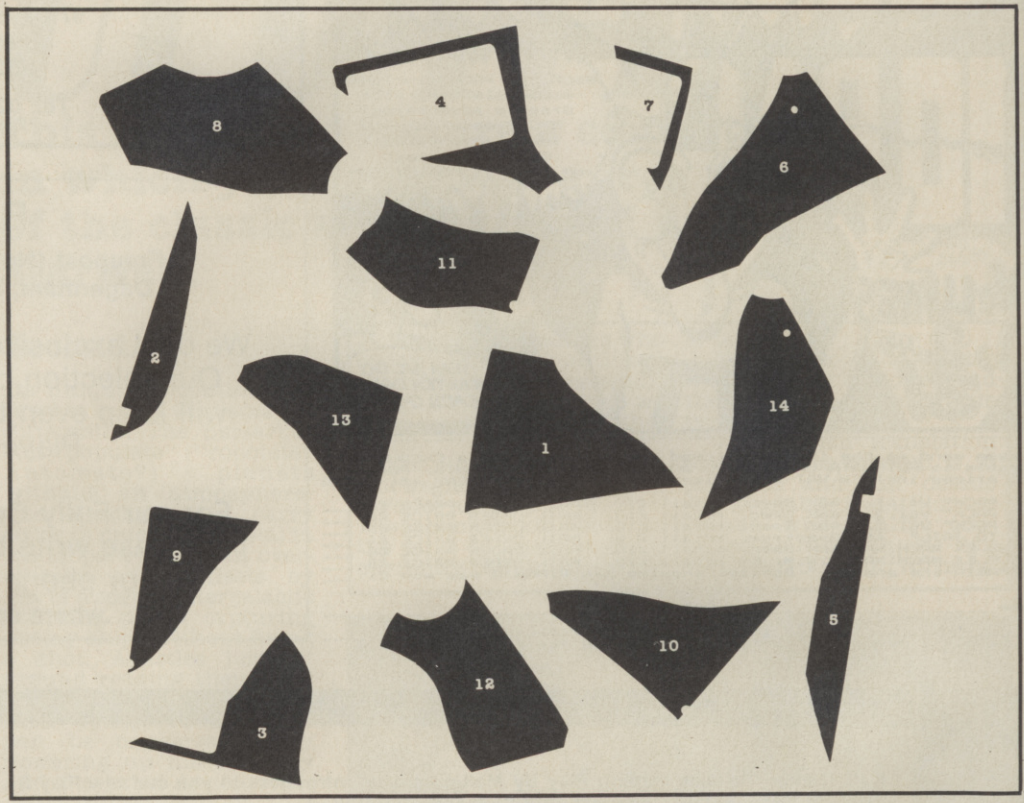
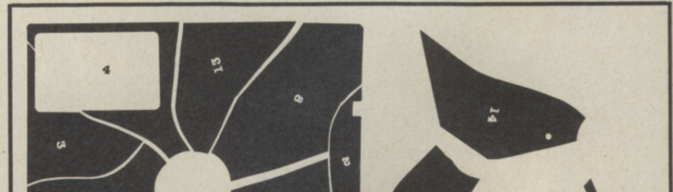


To enrol in CAPITOL send a £6.00 cheque/PO/international money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:- KJC Games, P.O. Box 11, Cleveleys, Lancashire, FY5 2UL.

R·E·S·U·L·T·S

COMPETITION





This month we are delighted to announce the winner of our Compumart competition in which you could have won an Atari 130 XE disk system.

All you had to do to enter was to solve our little disk puzzle.

We showed you the result of taking a pair of scissors to a disk and just for interest we added in a few extra pieces. All you had to do was tell us which were the extra bits.

Hundreds of you entered what proved to be our most popular competition and most had the right answer which is illustrated in the diagrams opposite. Unfortunately there could be only one winner and he is David Taylor from Bulwell, Nottingham.

So congratulations to Dave and better luck next time to the rest of you. Who knows you might win a prize in one of the many competitions in this issue.

One final thing that has been worrying us is the people who didn't say there were four extra pieces (numbers 5, 7, 11 and 14). Some entries claimed as few as two another as many as eight. Perhaps he tried to make a 3 inch disk instead!

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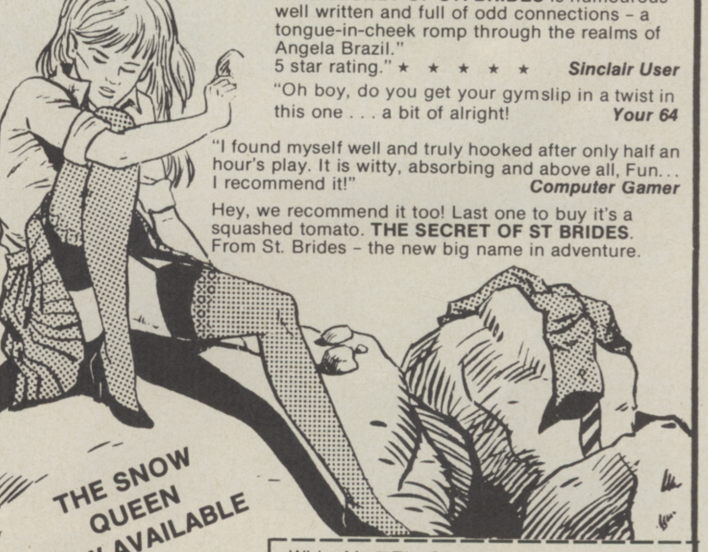
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HI-SCORE

Game	System	Scorer	Score
Snapper	BBC	Mark Simon	172000
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	James Laurie	291090
Chuckie Egg	BBC	David Sayer	237180
Knight Lore	Spectrum	A Parkinson	98%
Death Star Interceptor	C64	D Boyd	250000
Decathlon (Ocean)	C64	Stuart Pimblett	181786
Decathlon (Ocean)	Spectrum	Ian Harrison	701215
Decathlon (Ocean)	Amstrad	Colin Adams	1034660
Bio Defence	Atari	Mike Roberts	13800
Confusion	Amstrad	Simon Green	47500
Pole Position	Atari	Simon Jones	128250
Pole Position	Spectrum	Graham Divine	63550
Pole Position	C64	Noel Reynolds	121480
Pole Position	BBC	? Horsefall	110500
HERO	C64	Mark Simon	121822
Raid on Bungling Bay	C64	Gary Cox	199900
Elite	BBC	D Codrington	13437772Cr(Elite)
David's Midnight Magic	C64	Gordon Hamlett	1086920
Ghostbusters	C64	P Harkins	$999900
Cyclone	Spectrum	A Parkinson	62020
Seaside Special	C64	Mark Watkins	2362000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	A K Hyland	289750
Donkey Kong	Atari	Mark Watkins	97260
Spy Hunter	Spectrum	Martin O'Neill	1685250
Spy Hunter	C64	Chris Beckett	202625
Jet Pac	Spectrum	Chris West	1231670
Pitfall II	C64	Martin Dennett	177788
Decathlon (Activision)	C64	Phill Goodridge	11784
Raid Over Moscow	C64	P Ford	172800
BC's Quest for Tyres	C64	David Jolley	8455
Staff of Karnath	C64	Kevin Mundow	7.22
Defender	Atari	Michael Davies	527950
Impossible Mission	C64	P Harkins	31445
Psst	Spectrum	Sean Spencer	120840
Q.Bert	Atari	D Stephens	89750
Spelunker	C64	Mike Roberts	138750
Xcel	Spectrum	Graham Divine	88% (5 planets)
Zalaga	BBC	Paul O'Malley	15007810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Noel Reynolds	866000
Beach Head	BBC	John Yeo	105000
Super Pipeline II	C64	Richard Haworth	138510
Blue Max	C64	Chris Beckett	16000
Hopper	Electron	Mark Simon	14722
Chuckie Egg	Electron	Mark Simon	457000
Zaxxon	C64	David Webb	63250
Zaxxon	Atari	Simon Jones	199130
Defender	Atari	Stephen Lousey	142000
3D Starstrike	Spectrum	Ian Harrison	47237010
Sabre Wulf	BBC	Jawaz Illauin	125000
Sabre Wulf	Spectrum	A Parkinson	81%
Exploding Fist	C64	Scott Patten	200000
Exploding Fist	Spectrum	Dave Howes	115800
Exploding Fist	Amstrad	Sean Brady	32600
Jet Boot Jack	Atari	Hakan Akbas	3660

A few changes at the top, especially with the more popular games. Also a few names are cropping up more and more often. Come on you lot, don't let just a few dominate. We want a bit more sharing of the limelight.

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DEFY THE LEGEND!

BETWEEN THE COVERS

Thinking about a book for Christmas? Jane Naylor guides you through the latest editions.

Dynamic Games for the Amstrad
Clive Gifford
£5.95
Interface Publications

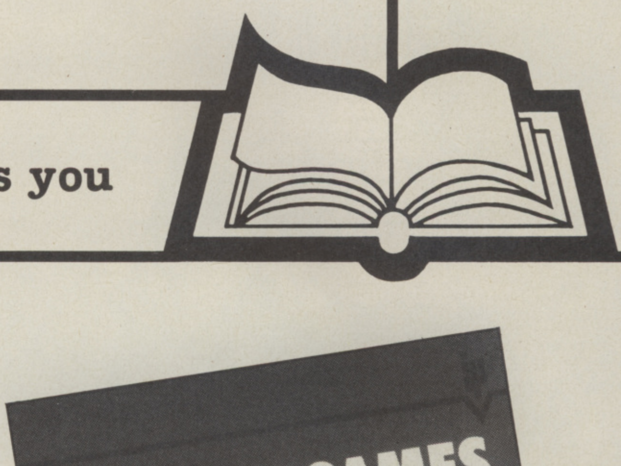
Here's one which would make a good stocking filler for Amstrad owners. Dynamic Games for the Amstrad contains a larger-than-usual selection of 50 games to key in and there seems to be pretty well something for everyone. The book is divided into eight sections of games of different types. For example, you can choose from ten different arcade games, three adventure games, or five board/card games as well as the other sections which include short "starter" games for extending as you want to, brain teasers, classic gambling games, some interesting graphics effects and some nice loud and noisy "sound" games.

They are written by Clive Gifford, who has got quite a few books under his belt and is a familiar name in the book world. This is not the first collection he has put together and it looks promising.

The programs are all of a reasonable length for typing in and you shouldn't have too much difficulty getting them to work. I think the publishers could have been a bit more generous with their instructions, though. Most games have only one paragraph to introduce them, and there are no hints as to how to develop them yourself, to make them harder or easier, for example. Nor are there the usual guidelines on the pitfalls of keying in, such as the importance of distinguishing between o and O and so on.

This wouldn't be so important if the listings were at least nice and clear to read, but unhappily the print is not too good at all and you may find you have to make a few inspired guesses. There's no excuse for listings as faint and patchy as this — it looks as if the author was anticipating a world shortage of printer ribbons.

If I'd paid out for this I think I might feel a bit cheated to find at least four completely empty pages stuck in the middle of the book — which looks a bit weird. Anyhow, I suppose you could use them for making your own program notes.



Overall, this book is not a bad buy. Fifty programs for £5.95 is good value for money, and if the collection is nothing startling it's handy to have so many, and of different types, to choose from.

Replicating Reality: Exploring Computer Simulations
Tim Hartnell
£7.95
Interface Publications

You might be forgiven for thinking that the title sounds a bit offputting, and it's certainly more heavyweight than the last book (also published by Interface). But lots of you are probably getting fed up with simply type-'em-in-and-run-'em books and would welcome something a bit more ambitious that actually attempts to teach you something as well as give you a few good games to play at the end of the day. Well, this book could fit the bill quite nicely. As the title says, it's all about computer simulations and how to write them well. The author is another famous name from the Interface stable, Tim Hartnell, and he has produced here a book that is a little bit different and exciting.

The book contains listings for 18 simulation programs. They were originally written on an IBM PC in a common subset of Microsoft BASIC and it is claimed that they will run with minimal changes on any machine fitted with BASIC. I am always a bit dubious about such claims, but since this book is clearly not aimed at beginners the publishers expect their readers to have enough experience to be able to cope with the conversions. As it is, listings are given for the Amstrad and the BBC micros in the main part of the book, with code for the Spectrum (+) and Commodore 64 at the end.

Tim Hartnell starts be spending several chapters exploring the nature of simulations: how they came to be used in pilot training, for example, and their particular characteristics.

Then, as different aspects are explored and explained, they are demonstrated in example programs.

The selection is quite varied. You can try landing a temperamental plane (again!), or playing the stock market, or even running the United States' economy. There are some interesting routines involving programming a robot using LOGO-style commands and a challenging computer chess game. Some of them are quite amusing too — if you are playing at being President of the United States, for example, you might find yourself booted out of office having broken all records for increasing the inflation rate, the budget deficit and the birth rate all in one go!

This is a hefty book at 366 pages, and if I said the last book was good value, this one is even better. Anyone looking for something a bit different that will be more interesting and teach you something new and get away from the tired old arcade collections should look for this on the bookshelves.

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Virgin Books

Although this book is also written by the very busy Clive Gifford, it is quite different from his other one. It is one of the typical standard Virgin offerings of slim, very simple books of listings at a cheap price.

I suppose you can't expect much for £2.95 — and you don't get it. 126 pages containing four programs and lots of "useful" extras such as a bibliography, a glossary and introductions by the author and the editor (who both happen to be the same person).

There are four adventure programs given here: The Swordsman of Kraxis 7, The Labyrinthine Excursion, Magic Treasure Adventure and Lunatic Dreams. Each is preceded by instructions with further instructions in the body of the program and some illustrations are provided to give some atmosphere to the scenarios you are likely to find yourself in.

There is quite a difference between the games in length. If you are a beginner at keying in, the first two and the last would be better because they are only 11, 8 and 6 pages long. The other program, Magic Treasure Adventure, is for more dedicated folk at 67 pages long, but is probably much more sophisticated and a better game if you have all that time and energy.

There is a helpful section at the back giving hints on playing other adventure games, especially other ones in Clive Gifford's last Virgin book and some of the main commercial games, like the Hobbit.

I'm not terribly impressed with this formula book, but if you are hard up over Christmas it might make a cheap present to help your friends while away on holiday.

INTO GAMES

This month I have a game for the C16 which I hope will match the quality of last month's. It has many features, including a hi-score table, two player option, and key or joystick operation. It's well worth typing in! It will take a little getting used to but is fun. Remember, the game is for the C16 only, but, if you have read all the articles and are prepared to spend time, then it is possible to rewrite the program for the computer you have. Of course, due to the different limitations of the computers, you may have to leave bits out, but you can keep the idea and screen the same and even add specialised bits to use your computer to its full potential, if, of course, it suits your personal tastes.

The game is called KARATE. You are standing on a platform, with your opponent (either the computer or another player) against you. You must push him to the end of the platform causing you to win a bout. If he pushes you back, you win. The first to win three bouts wins the contest.

You push your opponent back by scoring a successful hit. If you win your time is displayed.

To score a hit you can kick or punch your opponent. To avoid being kicked you must jump above it; to avoid a punch you must duck. The controls are:

Jump (avoid kick)	Joystick up
Duck (avoid punch)	Joystick down
Punch (to score a hit)	Move the joystick in the direction of your opponent
Kick (to score another hit)	Fire button

A joystick in port one controls the left player.

A joystick in port two controls the right player.

If you don't have a joystick, you could be in trouble. It's impossible to have both players keyboard for two reasons: (i) it would be cramped; (ii) it won't respond quickly enough. If you have just one joystick you are alright because I have worked out a conversion for one player to keyboard. If you don't, well, you can still play the one player game.

Make the following changes in the program for the keyboard:

```
75      GET A$:IF A$    “ ” THEN GOTO 100
100     ?C$;F$
105     IF A$ = “M” THEN continue line from here
110     IF A$ = “I” THEN continue line from here
115     IF A$ = “  space  ” THEN continue line from
        here
120     IF A$ = “K” THEN continue line from here
```

Here the controls would be different, but the movement the same.

Jump (avoid kick) — I
Duck (avoid punch — M
Punch (score a hit) — K
Kick (score a hit — “Space”

Of course you can change the keys to suit yourself, just by changing the letters inside inverted commas.

The game incorporates all the features we have covered: moving, graphics, sound, presentation. The presentation incorporates the hi-score table and the joystick control. As I have already explained, there is a two player option.

The graphics are UDGs, which is unusual, but aptly suited for this program. There are one hundred and twenty two square graphics; sixty one for player A and sixty one for player B (or the computer). These are the five positions: normal, jump, duck, punch and kick, in four by three squares with an extra on the punch.

Your opponent's graphics are the same but reversed, so you will be two similar men opposing each other.

Hints: Always attack in preference to defending. If you keep punching or kicking your opponent will have to defend himself and therefore won't be able to attack. Another thing, while avoiding, try attacking. If he punches, try and duck his punch and — while down there — punch him in the shins. The same applies to kicking; while avoiding his kick and while you are in the air, kick him in the face. It just might work!

Before loading the first program, type:

MONITOR (and press the return key. You will now be in the machine code monitor)
T space D000 space D1FF space 3800 (then press the return key)
(This line executes a very short machine code routine which I will explain later)
X (and press return. This gets you out of the machine code monitor)

This transfers the character set from the ROM (read only memory) to the RAM (random access memory). This is so that, if not all the graphic spaces are used up, letters are there, not squiggles of random dots. This also means, in reverse field mode, the letters come out again, not squiggles of UDG. The equivalent of this is best shown on the VIC, for it does a similar thing. It is:

```
FOR T=0 to 511 : POKE
7168+T, PEEK(32768+T):
NEXT
```
Then load it.

When program 1 has loaded after you have typed the monitor routine, type RUN. When it is finished, type NEW (and press return). Also in program 1 are the instructions, but only for the joystick, so remember, if you have used the keyboard conversion, those are what you must use. Then type LOAD (and press return) which will load the main program. It is very important that you save program 2 immediately after program 1, and when loading it off tape, you type in machine code routine before loading program 1. It might be sensible to write the machine code on the tape you have saved it on. When you have typed in the machine code, LOADED program 1, RUN it, NEWed it, LOADED program 2 and RUN it, a menu will appear. You will have the choice of a one or two player game. During the game, pressing the key E will cause you to exit the game.

Here is how the programs work: Program 1, just has the data for the UDGs and the instructions. The graphics are beforehand, so there is more memory for the program. It is important that you NEW it and switch it off. For if you do not you will lose the graphics. NEWing a program will cause it to be deleted from the memory but will leave all the poke locations alone, so the sound, screen and border colour, graphics and even machine code (which is in fact stored in memory locations reserved for machine code) is left untouched. NEWing the program, therefore, keeps all the pokes and strings (variables with $ on the end, used for holding a “string” of characters). So, save program 1 and type in program 2.

25	Clears the screen
30	Sets the colour for the game
35	Draws the platform across the middle of the screen. The platorm is where you and your opponent stand during the game and is where the fight takes place
40-55	Set the starting positions and work out whether the game has ended or not
60	Prints the players on screen, on the platform, ready to do combat
75	Sees whether player 1 moves (by seeing if the joystick moves). If it does, it goes to line
80	Sees if you have pressed key "E"; if you have, to exit the program
90	Sees if player 2 has moved (by seeing if the joystick has moved) if so it erases the character, ready to print it in its new position
100	Prints the people up
105	Checks if you have ducked by moving the joystick down or by pressing M
110	Checks if you have jumped by moving the joystick up or by pressing I
115	Checks if you have kicked your opponent by pressing the fire button or the space bar
120	Checks if you have punched your opponent by moving the joystick in the direction of your opponent or pressing K
125	Loops back to line 85
130	Erases characters so they can be reprinted in the new position and pose
135-150	In these lines the computer works out its movements
155	Sees if you have ducked by moving the joystick down
160	Sees if you have jumped by moving the joystick up
165	Sees if you have kicked your opponent ny moving the joystick in his direction (left)
170	Sees if you have punched your opponent by pressing the fire button
185-225	Work out whether player 1 has scored by kicking or punching his opponent and his not avoiding it properly
130-260	Work out whether player 2 has scored in the same way as lines 185-225
270-320	UDG strings. Strings that contain the different positions
330-365	These are the menu, the choice between player 1 and player 2.
370-405	Control for one player game
410-455	Control for two player game
460-480	End of game routine for player 1 game
485-525	End of game routine for player 2 game

Don't forget the change needed in line 75, the GETA$ if you are using the keyboard. In lines 105-120 and 155-170 joystick commands are:

1 — pushing joystick up
5 — pushing joystick down
3 — pushing joystick right
128 — pushing fire button

e.g. if J(X) = 1 THEN; where X = 1 for port 1 and 2 for port 2.

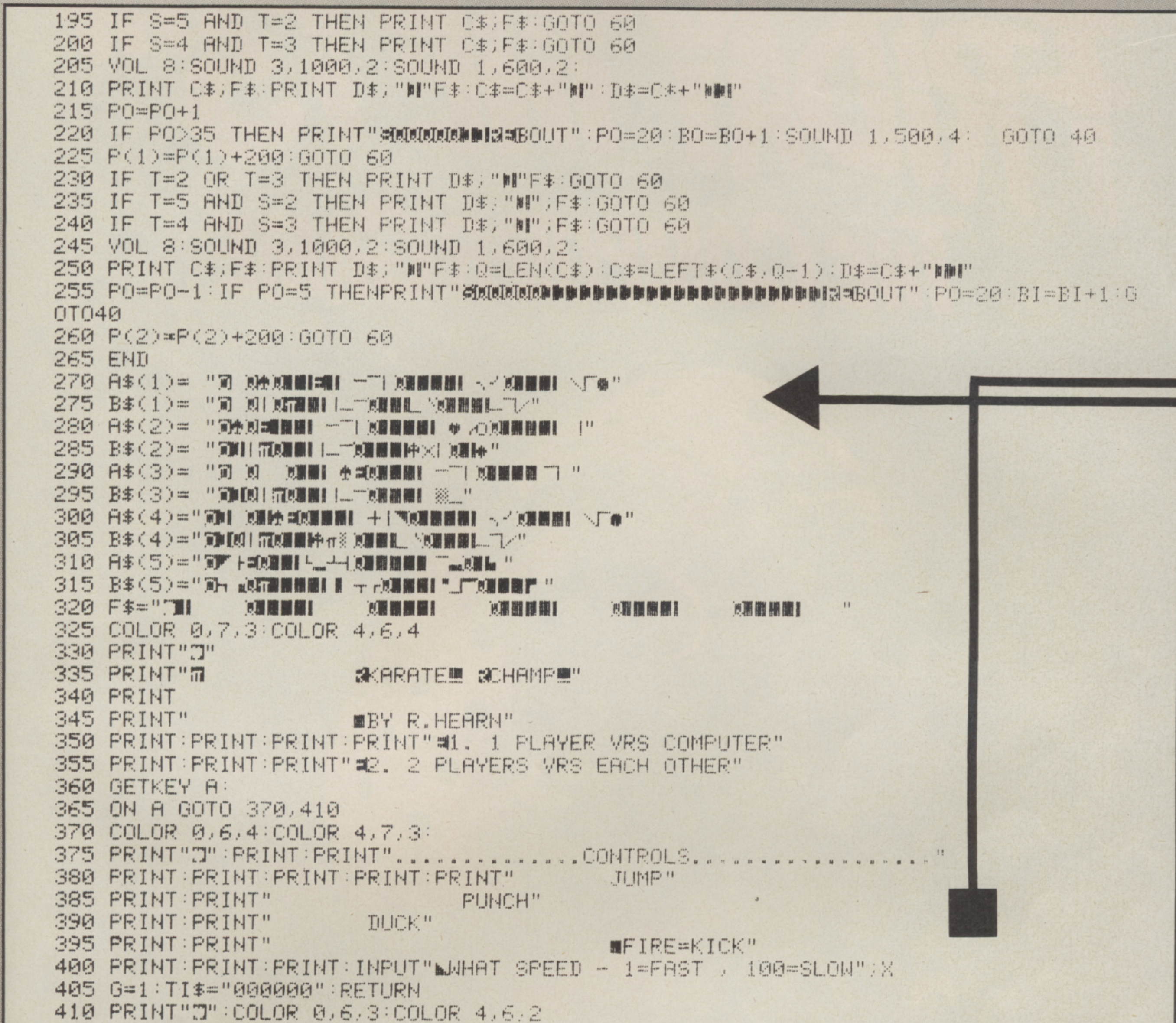
Well, that just about finishes this month's article. Next month a great game for the Spectrum. Until then — goodbye and good computing!

```
10 DATA 48,124,248,254,255,248,124,56
12 DATA12,62,31,127,255,31,62,28
15 DATA 3,7,10,13,7,19,12,15
17 DATA192,224,80,176,224,200,48,240
20 DATA 240,226,13,253,248,192,56,248
22 DATA15,71,176,191,31,3,28,31
25 DATA 28,24,248,240,192,0,0,0
27 DATA56,24,31,15,3,0,0,0
30 DATA 15,31,1,12,15,7,3,5
32 DATA240,248,128,48,240,224,192,160
35 DATA 240,248,0,240,240,248,252,124
37 DATA15,31,0,15,15,31,63,62
40 DATA 3,7,15,31,63,3,58,24
42 DATA192,224,240,248,252,192,92,24
45 DATA 188,190,190,63,63,31,24,19
47 DATA61,125,125,252,252,248,24,200
50 DATA 0,0,0,128,192,128,0,224
52 DATA0,0,0,1,3,1,0,7
55 DATA 31,32,15,31,19,63,62,124
57 DATA248,4,240,248,200,252,124,62
60 DATA 240,111,159,255,252,224,0,0
62 DATA15,246,249,255,63,7,0,0
65 DATA 223,238,236,0,0,0,0,0
67 DATA251,119,55,0,0,0,0,0
70 DATA 60,60,120,120,120,0,50,248
72 DATA60,60,30,30,30,0,76,31
75 DATA 3,23,55,117,114,55,7,7
77 DATA192,232,236,174,78,236,224,224
80 DATA 0,247,255,255,8,240,240,248
82 DATA0,239,255,255,16,15,15,31
85 DATA 0,246,247,247,0,0,0,0
87 DATA0,111,239,239,0,0,0,0
90 DATA 1,1,1,0,223,191,95,96
92 DATA128,128,128,0,251,253:250,6
95 DATA 239,239,243,240,115,227,192,7
97 DATA247,247,207,15,206,199,3,224
100 DATA 128,240,248,120,240,96,128,192
102 DATA1,15,31,30,15,6,1,3
105 DATA 7,31,61,120,123,63,14,1
107 DATA224,248,188,30,222,252,112,128
110 DATA  0,0,0,0,3,7,7,15
112 DATA0,0,0,0,192,224,224,240
115 DATA 0,0,0,24,156,206,230,230
117 DATA 0,0,0,24,57,115,103
120 DATA 15,7,11,27,61,62,31,15
122 DATA 240,224,208,216,188,124,248,240
125 DATA 230,230,222,220,187,7,254,253
127 DATA103,103,123,59,221,224,127,191
130 DATA 0,0,3,15,31,124,248,246
132 DATA0,0,192,240,248,62,31,111
135 DATA 1,111,239,236,128,0,0,0
137 DATA128,246,247,55,1,0,0,0
140 DATA 7,0,0,0,0,0,0,0
142 DATA224,0,0,0,0,0,0,0
145 DATA 251,3,1,0,0,0,0,0
147 DATA223,192,128,0,0,0,0,0
150 DATA 247,247,231,7,14,30,60,56
152 DATA239,239,231,224,112,120,60,28
155 DATA 28,28,28,14,0,0,0,0
157 DATA56,56,56,112,0,0,0,0
158 DATA 255,255,255,255,255,255,255,255
```

```
160 MENU$="IMTPSL":A=DEC("FF12"):POKE A,PEEK(A) AND 251:POKE A+1,14*4
165 POKE 52,55:POKE 56,55:
170 FOR CH=65 TO 124:
172 PRINT"♥":PRINT CH
175 Z=14*1024+CH*8:
180 FOR B=0 TO 7:Q=0
185 READ Q:POKE Z+B,Q:NEXT B:NEXT CH
190 COLOR 4,1
350 COLOR 0,7,2:COLOR 4,3,2
355 PRINT"♥"
360 PRINT"............K A R A T E ................"
365 PRINT:PRINT"                    B Y "
370 PRINT:PRINT"        R I C H A R D  H E A R N"
375 PRINT:PRINT:PRINT"▓■TWO PLAYER GAME"
380 PRINT:PRINT"▒JOYSTICK 1 CONTROLS LEFT PLAYER":PRINT:PRINT"JOYSTICK 2 CONTROL
S RIGHT PLAYER"
385 PRINT:PRINT"FULL CONTROLS IN MAIN GAME":PRINT:PRINT"TO AVOID A PUNCH...DUCK"
390 PRINT:PRINT"TO AVOID A KICK...JUMP"
395 GETKEY A$:
400 PRINT"♥"
405 PRINT"▓TWO PLAYER GAME = BEST OF 3 BOUTS"
410 PRINT:PRINT"WIN A BOUT BY FORCING OPPONENT INTO ":PRINT:PRINT"HIS OWN CORNER
":
415 PRINT:PRINT:PRINT:PRINT"TWO PLAYER GAME=WIN TWO BOUTS IN SHORTEST":PRINT:PRI
NT"TIME"
420 PRINT"▓▓TYPE'NEW'THEN LOAD"


READY.
```

```
5 PO=20
10 GOSUB 270
15 C$="SQQQQQQQQQQQQQQQQ=▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▌"
20 D$="SQQQQQQQQQQQQQQQQ=▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▌"
25 PRINT"♥":
30 COLOR 4,4,4:COLOR 0,3,4
35 PRINT"SQQQQQQQQQQQQQQQQQQQQQQQ▓Q▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬"
40 C$="SQQQQQQQQQQQQQQQQ=▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▌":SOUND 1,600,5:SOUND 2,900,5
45 D$="SQQQQQQQQQQQQQQQQ=▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▌":IF BO=2 AND G<>1 THEN GOTO 485
50 IF G=1 AND BO=2 THEN PL=VAL(TI$):GOTO 460
55 IF BI=2 THEN GOTO 485
60 PRINT C$;A$(1):PRINTD$;B$(1):T=0
65 S=0:IF G=1 THEN PRINT"▓                         "TI$"       ":S=0
70 IF S<>0 THEN GOTO 190
75 J=JOY(1):IF J<>0 THEN GOTO 100
80 GET A$:IF A$="E"THEN END
85 IF T<>0 THEN GOTO 230
90 IFG=1THENGOTO 130:ELSE J=JOY(2):IF J<>0 THEN PRINTD$;"▌"F$:GOTO 155
95 GOTO 70
100 IF J=1 OR J=5 OR J=128 OR J=3 THEN PRINT C$;F$:ELSE GOTO 80
105 IF J=5 THEN PRINT C$;"▌";A$(3):S=2:FORN=1TO X:NEXTN
110 IF J=1 THEN PRINT C$;"▌TT";      A$(3):S=3:FOR N=1 TO X:NEXTN
115 IF J=128 THEN PRINT C$;"Q▌";A$(2):S=4:FOR N=1 TO X:NEXTN
120 IF J=3 THEN PRINTC$;A$(4):S=5:FOR N=1 TO X:NEXTN
125 GOTO 85
130 PRINT D$;"▌"F$
135 IF S=0 THEN U= INT(RND(1)*10)+1:IF U>5 THEN J=7:ELSE IF S=0 THEN J=128
140 IF S=5 THEN ZF=INT(RND(1)*10):IFZF=>9 THEN GOTO 70:ELSEIFZF=<2THENJ=5:ELSEJ=
7
145 IF S=4 THEN ZF=INT(RND(1)*10):IFZF=>9 THEN GOTO 70:ELSEIFZF=<3THENJ=1:ELSEJ=
128
150 Y=INT(RND(1)*9)+1:IF Y=8THEN GOTO 70
155 IF J=1 THEN PRINT D$;"T";B$(3):T=3:FORN=1TO X:NEXTN
160 IF J=5 THEN PRINT D$;"Q";B$(3):T=2:FORN=1TOX:NEXTN
165 IF J=7 THEN PRINT D$;B$(4):T=5:FOR N=1 TO X:NEXTN
170 IF J=128 THEN PRINT D$;"Q";B$(2):T=4:FOR N=1 TO X:NEXT N
175 U=INT(RND(1)*30):IF U=>16 THEN GOTO 75
180 GOTO 70
185 U=INT(RND(1)*30):IF U=>20 THEN GOTO 75
190 IF S=2 OR S=3 THEN PRINT C$;F$:GOTO 60
```



```
195 IF S=5 AND T=2 THEN PRINT C$;F$:GOTO 60
200 IF S=4 AND T=3 THEN PRINT C$;F$:GOTO 60
205 VOL 8:SOUND 3,1000,2:SOUND 1,600,2:
210 PRINT C$;F$:PRINT D$;"▌▌"F$:C$=C$+"▌▌":D$=C*+"▌▌▌"
215 PO=PO+1
220 IF PO>35 THEN PRINT"▓▓▓▓▓▓▓▌▌▓▓BOUT":PO=20:BO=BO+1:SOUND 1,500,4:  GOTO 40
225 P(1)=P(1)+200:GOTO 60
230 IF T=2 OR T=3 THEN PRINT D$;"▌▌"F$:GOTO 60
235 IF T=5 AND S=2 THEN PRINT D$;"▌▌";F$:GOTO 60
240 IF T=4 AND S=3 THEN PRINT D$;"▌▌";F$:GOTO 60
245 VOL 8:SOUND 3,1000,2:SOUND 1,600,2:
250 PRINT C$;F$:PRINT D$;"▌▌"F$:Q=LEN(C$):C$=LEFT$(C$,Q-1):D$=C$+"▌▌▌"
255 PO=PO-1:IF PO=5 THENPRINT"▓▓▓▓▓▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▓▓BOUT":PO=20:BI=BI+1:G
OTO40
260 P(2)=P(2)+200:GOTO 60
265 END
270 A$(1)= "▓ ▓▓▓▌▌▌=▌ ─┐│▓▌▌▌▌ ╲╱▓▌▌▌ ╲┌●"
275 B$(1)= "▓ ▓│▓▓▌▌│└─┐▓▌▌└ ╲▓▌▌▌└─┐╱"
280 A$(2)= "▓▓▓=▌▌▌ ─┐│▓▌▌▌▌ ● ╱○▓▌▌▌▌ │"
285 B$(2)= "▓▌││▓▓▌▌│└─┐▓▌▌▌┼╳│▓▌┼"
290 A$(3)= "▓ ▓  ▓▌▌ ♠=▓▌▌▌▌ ─┐│▓▌▌▌▌┐ "
295 B$(3)= "▓▓▓│▓▓▌▌│└─┐▓▌▌▌ ▒_"
300 A$(4)="▓▌ ▓▓▓=▓▌▌▌▌ ┼│▓▓▌▌▌▌ ╲╱▓▌▌▌ ╲┌●"
305 B$(4)="▓▓▓│▓▓▌▌┼π▒▓▌▌└ ╲▓▌▌└─┐╱"
310 A$(5)="▓▓├=▓▌▌└─┤▓▌▌▌▌ ‾▄▓▌ "
315 B$(5)="▓┐ ▄▓▓▌▌▌▌▌ ┬┌▓▌▌▌"┘┌▓▌▌▌┌ "
320 F$="┐▌     ▓▌▌▌▌     ▓▌▌▌▌     ▓▌▌▌▌     ▓▌▌▌▌     ▓▌▌▌▌   "
325 COLOR 0,7,3:COLOR 4,6,4
330 PRINT"♫"
335 PRINT"π              ▓KARATE▀ ▓CHAMP▀"
340 PRINT
345 PRINT"              ▀BY R.HEARN"
350 PRINT:PRINT:PRINT:PRINT"▓1. 1 PLAYER VRS COMPUTER"
355 PRINT:PRINT:PRINT"▓2. 2 PLAYERS VRS EACH OTHER"
360 GETKEY A:
365 ON A GOTO 370,410
370 COLOR 0,6,4:COLOR 4,7,3:
375 PRINT"♫":PRINT:PRINT"..............CONTROLS................."
380 PRINT:PRINT:PRINT:PRINT:PRINT"        JUMP"
385 PRINT:PRINT"                 PUNCH"
390 PRINT:PRINT"         DUCK"
395 PRINT:PRINT"                         ▀FIRE=KICK"
400 PRINT:PRINT:PRINT:INPUT"▙WHAT SPEED - 1=FAST , 100=SLOW";X
405 G=1:TI$="000000":RETURN
410 PRINT"♫":COLOR 0,6,3:COLOR 4,6,2
415 PRINT"♫":PRINT:PRINT"..............CONTROLS................."
420 COLOR 1,8
425 PRINT:PRINT:PRINT:
430 PRINT"PLAYER 1 = JOY(1),[UP=JUMP,DOWN=DUCK,RIGHT=PUNCH,FIRE=KICK]"
435 PRINT:PRINT:PRINT:
440 PRINT"PLAYER 2 = JOY(2),[UP=JUMP,DOWN=DUCK,LEFT=PUNCH,FIRE=KICK]"
445 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
450 G=2:PRINT"▌PRESS ANY KEY TO PLAY":
455 GETKEY A$:RETURN
460 PRINT"♫":COLOR 0,1:COLOR 4,7,2:PRINT"▓▓▓▓▓YOU BEAT THE COMPUTER IN "PL" SECO
NDS":
465 PRINT"▓▓▓PRESS ‘M’FOR MENU,‘E’TO EXIT"
470 GETKEY A$:IF A$<>"M"AND A$<>"E"THEN GOTO 470
475 IF A$="E"THEN END
480 IF A$="M"THEN CLR:GOTO 5
485 COLOR 0,6,3:COLOR 4,7,2
490 IF BO=2 THEN PRINT"♫":PRINT"▓▓▓▓▓▓▓PLAYER 1 WON THAT MATCH"
495 IF BI=2 ANDG<>1THEN PRINT"♫":PRINT"▓▓▓▓▓▓▓PLAYER 2 WON THAT MATCH"
500 IF BI=2 AND G=1 THEN PRINT"♫":PRINT"▓▓▓▓▓▓▓COMPUTER 1 WON THAT MATCH"
505 VOL 6:FOR N=1 TO 900STEP 50:SOUND 1,N,4:SOUND 2,N+100,4:NEXTN
510 PRINT"▓▓▓PRESS ‘M’FOR MENU,‘E’TO EXIT"
515 GETKEY A$ IF A$<>"M"AND A$<>"E"THEN GOTO 515
520 IF A$="E"THEN END
525 IF A$="M"THEN CLR:GOTO 5

READY.
```

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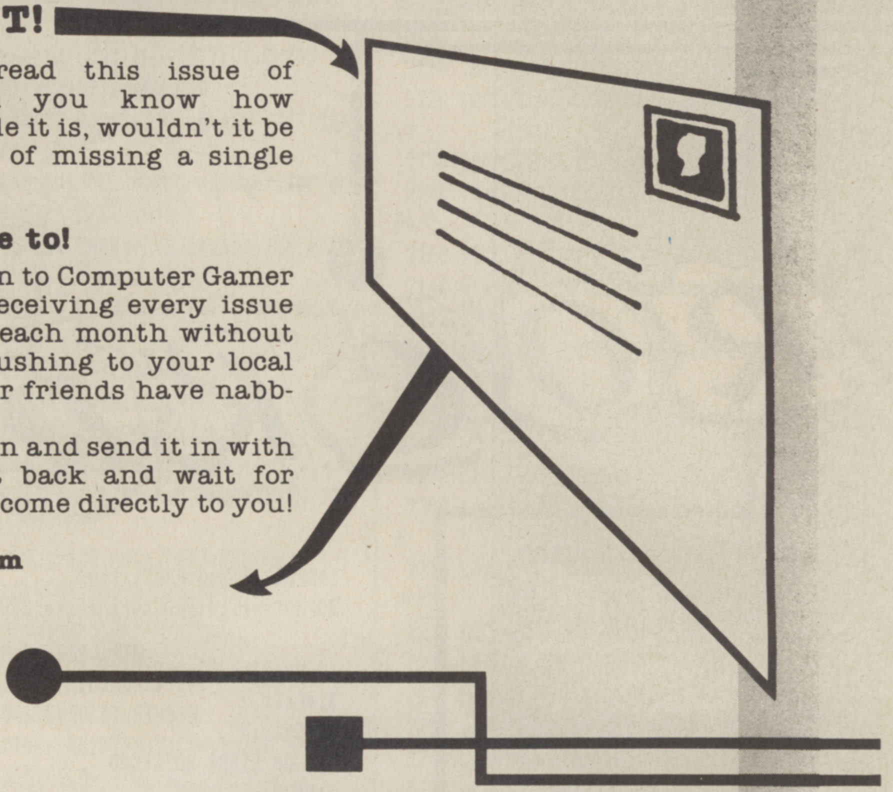

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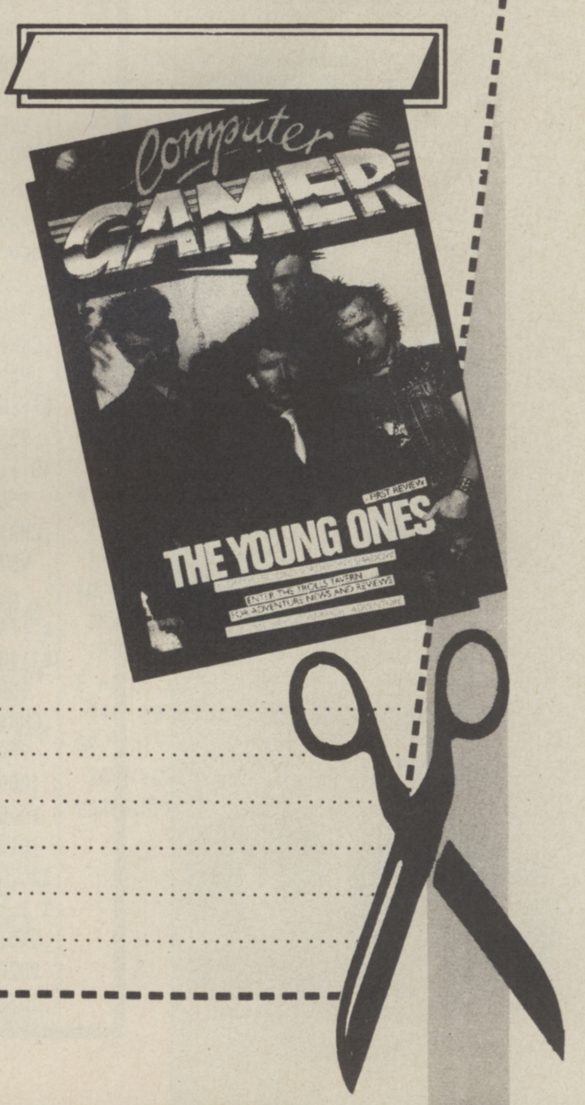

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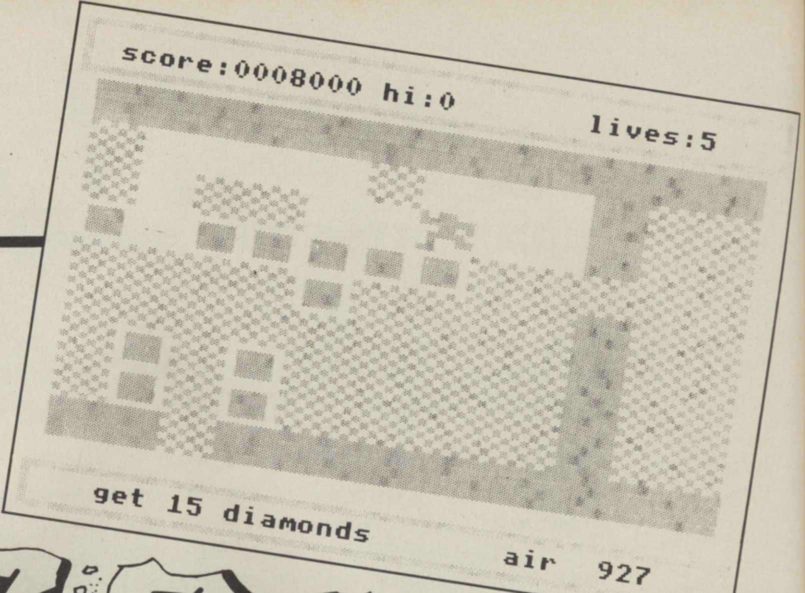


ROCKRACE

by William Crum

Rockrace was inspired by "Boulderdash", and like that game features diamonds, avalanches, rock-pushing, 4-way screen scrolling and animated graphics. There are five different caves from which to collect diamonds and a limited air supply for each cave. Each cave extends over an area three screens wide and two screens deep so a fair amount of exploration is required before the player can master them. It is quite possible to find yourself buried alive and if this happens the only thing to do is wait for your air supply to run out and lose a life, whereupon you can start the cave again. To change the cave number you start on or the number of lives given try altering N% and LI% in line 10010. It is easy to run under rock ledges which come down with a satisfying crash behind you but watch out for rocks toppling sideways onto you from above.

Playing instructions are in the program but in addition 'P' pauses the game until pressed again and 'Q' quits the game. To break into the program press Q followed by ESCAPE.

Please save a copy before attempting to RUN it because as usual one slip in the assembly language section could be crucial.

NB: Disk compatible, but not tube compatible due to direct screen accessing so turn off shadow screens.

```
>
   10MODE7:HI%=0:PROCtitles
   20PROCsprite:PROCspritedata:PROCinstr
uct
   30 VDU23;8202;0;0;0;
   31*FX11,7
   32*FX12,5
   33  ON ERROR GOTO6000
   41VDU26
   45REPEAT:PROCgame:UNTIL FALSE
   50END
  900 DEFPROCscreen
  910 FORI%=0TO3:PRINTTAB(0,I%);CHR$(148
);:NEXT
  920 PRINTTAB(1,0);CHR$(183);STRING$(36
,CHR$(163));CHR$(235);
  930 PRINTTAB(1,1);CHR$(181);CHR$(135);
"score:         hi:";HI%;TAB(28,1);"lives
:   ";CHR$(148);CHR$(234);
  940 PRINTTAB(1,2);CHR$(173);STRING$(36
,CHR$(172));CHR$(174);
  950 FORI%=3TO21:PRINTTAB(0,I%);CHR$(14
5);:NEXT
  955 FORI%=22TO24:PRINTTAB(0,I%);CHR$(1
48);:NEXT
  956PRINTTAB(1,22);CHR$(188);STRING$(36
,CHR$(172));CHR$(236);
  957PRINTTAB(1,23);CHR$(181);CHR$(135);
"  get ";?&7E DIV16;?&7E MOD16;" diamond
s";TAB(26,23);" air  000";TAB(37,23);CHR
$(148);CHR$(234);
  958PRINTTAB(1,24);CHR$(173);STRING$(36
,CHR$(172));CHR$(174);
  970ENDPROC
 1000 DEFPROCsprite
 1005 OSBYTE%=&FFF4
 1010 DIM PL%20,PH%20,IL%20,IH%20,R%20,C
%20,OF%20,DAT%100,CODE%2000,D1%700,temp2
% 1,temp3% 1,temp4% 1,XO%1,YO%1,DAT2%100
,S%5,TI%3,op%2,SK%1,SP%1,SOU%9
 1020 FORI%=0TO2STEP2
 1030 P%=CODE%
```

Hints on Play

Because this game is so fast, co-ordination is the key to play. You must learn to hit the keys in a pre-arranged pattern to get through certain difficult problems.

On the last diamond you can effectivly commit suicide, by getting a diamond that is directly below a huge pile of rocks, as the screen will end before the other rocks can fall, so you don't lose a life.

You don't have to collect all the diamonds in every screen, and getting some of them will render the whole screen unfinishable, so watch out for these red herrings.

Careful planning and execution is needed for a lot of the sequences, so don't be afraid of trial and error to discover the necessary techniques to get at certain patterns of rocks.

Falling rocks follow various rules. A rock will fall if there is a blank space, diagonally to the left or right of it. It will also fall if you are in this position. However, it will not fall if there is a lump of earth directly above this blank space and on the same level as the rock. The little man can also hold up rocks under some circumstances.

This game is a lot of work to type in, but it is probably the most brilliant game ever published for a magazine for the BBC micro.

```
 1040 [OPTI%
 1050 .plotn% TAX:STA&76:LDA PL%,X:STA&7
0
 1060 LDA PH%,X:STA&71
 1070 LDA#DAT%MOD256:STA&72
 1080 LDA#DAT%DIV256:STA&73
 1090 CLC:LDA OF%,X:ADC&72:STA&72
 1100 LDA#0:ADC&73:STA&73
 1110 LDA R%,X:STA&74:LDY C%,X:STY&75
 1120 .loop2% LDY#0
 1130 .loop1% LDA(&72),Y
 1140 STA(&70),Y:INY:CPY&75:BNE loop1%
 1150 DEC&74:LDA#0:CMP&74
 1160 BEQ fin%
 1170 CLC:LDA#40:ADC&70:STA&70
 1180 LDA#0:ADC&71:STA&71
 1190 CLC:LDA&75:ADC&72:STA&72
 1200 LDA#0:ADC&73:STA&73
 1210 JMP loop2%
 1220 .fin% RTS
 1230 \move routine next
 1240 .move% JSR plotn%:LDA&76:TAX
 1250 CLC:LDA IL%,X:ADC PL%,X:STA PL%,X
 1260 LDA IH%,X:ADC PH%,X:STA PH%,X
 1270 TXA:JSR plotn%
 1280 RTS
 1310 .screen% LDA#31866MOD 256:STA &7F
 1320 LDA#31866DIV256:STA&80
 1330 LDA &7A:STA&7C:LDA &7B:STA&7D
 1340 LDX#0
 1350 .loop3% LDY#0
 1360 .loop4% LDA(&7C),Y:STX&8E:STY&8F
 1370 TAX:LDA&7F:STA PL%,X
 1380 LDA&80:STA PH%,X
 1390 TXA:JSR plotn%:JSR update%:LDY&8F
 1400 LDX&8E:INY:CPY#12:BNE loop4%
 1410 CLC:LDA#44:ADC&7F:STA&7F
 1420 LDA#0:ADC&80:STA&80
 1430 CLC:LDA#36:ADC&7C:STA&7C
 1440 LDA#0:ADC&7D:STA&7D
 1450 LDX&8E:INX:CPX#9:BEQ end%:JMP loop
3%
 1460 .end% RTS
 1470 .update% CLC:LDA#3:ADC&7F:STA&7F
 1480 LDA#0:ADC&80:STA&80
 1490 RTS
 1500 \ move rocky now
 1510 .rocky% LDA#&81:LDX#0:LDY#0
 1520 JSR OSBYTE%:STX&8E:CPY#&1B:BNE nte
sc%
 1530 LDA#&7E:JSR OSBYTE%
 1540 .ntesc% STX&8E
 1550 LDA&8E:CMP#90
 1560 BNE ntlft%:JMP left%
 1570 .ntlft% CMP#88:BNE ntrght%:JMP rig
ht%
 1580 .ntrght% CMP#58:BNE ntup%:JMP up%
 1590 .ntup% CMP#47:BNE ntdwn%:JMP down%
 1600 .ntdwn% CMP#80:BNE ntp%:JMP pause%
 1610 .ntp% CMP#81:BNE ntq%:JMP quit%
 1620 .ntq% LDA#0:RTS
 1630 .pause% LDA#&81:LDX#0:LDY#20
 1640 JSR OSBYTE%:CPY#&1B:BNE ntesc2%
 1650 LDA#&7E:JSR OSBYTE%
 1660 .ntesc2% CPX#ASC("P"):BNE pause%:R
TS
 1670 .right% LDY#1:LDA(&77),Y:CMP#5
 1680 BNE ntwll%:LDA#0:RTS
 1690 .ntwll% CMP#2:BNE ntdmnd%:JSR diam
ond%:JMP mrght%
 1700 .ntdmnd% CMP#0:BNE nterth%:JMP mrg
ht%
 1710.nterth% CMP#4:BNE ntspc%:JMP mrght
%
 1720 .ntspc% LDY#2:LDA(&77),Y:CMP#4:BNE
 nm%
 1730 LDY#2:LDA#1:STA(&77),Y
 1740.mrght% LDY#0:LDA#4:STA(&77),Y
 1750 CLC:LDA&77:ADC#1:STA&77
 1760 LDA&78:ADC#0:STA&78
 1770 LDA#3:STA(&77),Y:JSR bob%:INC XO%:
LDA XO%
 1780 CMP#31:BCS nm%:CMP#7:BCC nm%
 1790 CLC:LDA#1:ADC&7A:STA&7A
 1800 LDA#0:ADC&7B:STA&7B
 1810 .nm% LDA#0:RTS
 1820 .left% SEC:LDA&77:SBC#2:STA&77
 1830 LDA&78:SBC#0:STA&78
 1840 LDY#1:LDA(&77),Y:CMP#5:BNE ntwll2%
 1850 .nm3% CLC:LDA#2:ADC&77:STA&77
 1860 LDA#0:ADC&78:STA&78:LDA#0:RTS
 1870 .ntwll2% CMP#2:BNE ntdmnd2%
 1880 JSR diamond%:JMP mleft%
 1890 .ntdmnd2%:CMP#0:BNE nterth2%:JMP m
left%
 1900 .nterth2% CMP#4:BNE ntspc2%:JMP ml
eft%
 1910 .ntspc2% LDY#0:LDA(&77),Y:CMP#4:BN
E nm3%
 1920 LDA#1:STA(&77),Y
 1930 .mleft% CLC:LDA#1:ADC&77:STA&77
 1940 LDA#0:ADC&78:STA&78:LDY#0:LDA#3
 1950 STA(&77),Y:LDY#1:LDA#4:STA(&77),Y
 1960 DEC XO%:LDA XO%:CMP#30:BCSnm2%:CMP
#6
 1970 BCCnm2%:LDA&7A:SEC:SBC#1:STA&7A:LD
A&7B:SBC#0:STA&7B
 1980 .nm2% JSR bob%:LDA#0:RTS
 1990 .down% LDY#36:LDA(&77),Y:CMP#5
 2000 BNE ntwll5%:LDA#0:RTS
 2010 .ntwll5% CMP#2:BNE ntdmnd5%:JSR di
amond%:JMP mdwn%
 2020.ntdmnd5% CMP#0:BNE nterth5%:JMP md
wn%
 2030.nterth5% CMP#4:BNE ntspc5%:JMP mdw
n%
 2040.ntspc5% LDA#0:RTS
 2050.mdwn% LDY#0:LDA#4:STA(&77),Y:CLC
 2060 LDA&77:ADC#36:STA&77:LDA&78:ADC#0
 2070 STA&78:LDA#3:STA(&77),Y:INC YO%
 2080 LDA YO%:CMP#6:BCC ns2%:CMP#15:BCS
ns2%
 2090 CLC:LDA#36:ADC&7A:STA&7A:LDA#0
 2100 ADC&7B:STA&7B:.ns2% JSR bob%:LDA#0
:RTS
 2110 .up% LDA&77:SEC:SBC#36:STA&77
 2120 LDA&78:SBC#0:STA&78:LDY#0:LDA(&77)
,Y
 2130 CMP#5:BNE ntwll4%
 2140 .nm4% CLC:LDA#36:ADC&77:STA&77:LDA
#0
 2150 ADC&78:STA&78:LDA#0:RTS
 2160.ntwll4% CMP#2:BNE ntdmnd4%:JSR dia
mond%:JMP mup%
 2170.ntdmnd4% CMP#0:BNE nterth4%:JMP mu
p%
 2180.nterth4% CMP#4:BNE ntspc4%:JMP mup
%
 2190.ntspc4% JMP nm4%
 2200 .mup% LDY#36:LDA#4:STA(&77),Y:LDY#
0
 2210 LDA#3:STA(&77),Y:DEC YO%:LDA YO%:C
MP#5
 2220 BCC ns%:CMP#14:BCS ns%
 2230 LDA&7A:SEC:SBC#36:STA&7A
 2240 LDA&7B:SBC#0:STA&7B
 2250 .ns% JSR bob%:LDA#0:RTS
 2270 .quit% LDA#81:RTS
 2280.mrock% LDA#(D1%+611)MOD256:STA&81
 2290 LDA#(D1%+611)DIV256:STA&82
 2300.loop7% LDY#0:LDA(&81),Y:CMP#1
 2310 BNE ntrck7%:LDA#1:STA temp2%:JSR r
ock%:JMP nxt%
 2320.ntrck7% CMP#2:BNE nxt%:LDA#2:STA t
emp2%:JSR rock%
 2330 .nxt% SEC:LDA&81:SBC#1:STA&81
 2340 LDA&82:SBC#0:STA&82
 2350 LDA&81:CMP#(D1%+36)MOD256:BNE loop
7%
 2360 LDA&82:CMP#(D1%+36)DIV256:BNE loop
7%
 2370 RTS
 2380.rock% LDY#36:LDA(&81),Y:CMP#4:BNE
ntspc7%
 2390 LDA temp2%:STA(&81),Y:LDY#0:LDA#4:
STA(&81),Y
 2400 RTS
 2410.ntspc7% CMP#3:BNE ntyou7%:JSR mv%:
CMP#0:BNE ntyou7%:LDA temp2%:STA(&81),Y
 2420 LDY#0:LDA#4:STA(&81),Y:RTS
 2430 .ntyou7% LDY#1:LDA(&81),Y:CMP#4:BN
E ntrock8%
 2440 LDY#37:LDA(&81),Y:CMP#4:BNE ntrock
8%
 2450 LDA temp2%:LDY#1:STA(&81),Y:LDY#0:
LDA#4:STA(&81),Y:RTS
```

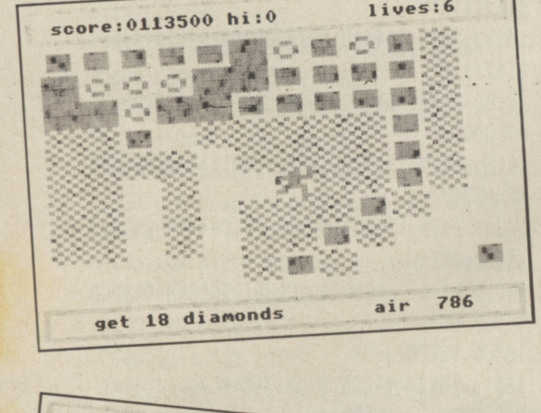
```
 2460.ntrock8% CMP#3:BNE loleft%:LDY#37
 2470 LDA(&81),Y:CMP#3:BNE loleft%:JSR m
v%:CMP#0:BNE loleft%
 2480 LDA temp2%:LDY#1:STA(&81),Y:LDY#0:
LDA#4:STA(&81),Y:RTS
 2490 .loleft% SEC:LDA&81:SBC#1:STA&81
 2500 LDA&82:SBC#0:STA&82
 2510 LDY#0:LDA(&81),Y:CMP#4:BNE iy%
 2520 LDY#36:LDA(&81),Y:CMP#4:BNE iy%
 2530 LDA temp2%:LDY#0:STA(&81),Y
 2540.rest%
 2550 LDA#4:LDY#1
 2560 STA(&81),Y:RTS
 2570.iy% CMP#3:BNE noluck%:LDY#36
 2580 LDA(&81),Y:CMP#3:BNE noluck%:JSR m
v%:CMP#0:BNE noluck%:LDY#0:LDA temp2%:ST
A(&81),Y:JMP rest%
 2590.noluck% CLC:LDA#1:ADC&81:STA&81
 2600 LDA#0:ADC&82:STA&82:RTS
 2610.diamond% SED:SEC:LDA&7E:SBC#1:STA&
7E:CLD:LDA&7E:STA temp2%
 2620 AND#15:CLC:ADC#48:STA HIMEM+930
 2630 LDA temp2%:AND#240:CLC:ROR A:ROR A
:ROR A
 2640 ROR A:CLC:ADC#48:STA HIMEM+929:LDX
#0:LDY#32:JSR addscore%
 2650 JSR ping%:RTS
 2660.animate% LDX#0
 2670.loopyy% LDA DAT%,X:PHA:LDA DAT2%,X
 2680 STA DAT%,X:PLA:STA DAT2%,X:INX:CPX
#36
 2690 BNE loopyy% :RTS
 2700.addscore% SED:CLC:TXA:ADC S%:STA S
%
 2710 TYA:ADC S%+1:STA S%+1
 2720 LDA#0:ADC S%+2:STA S%+2:LDA#0:ADC
S%+3:STA S%+3:CLD:JSR showscore%:RTS
 2730.showscore% LDA S%:STA temp2%:AND#1
5
 2740 CLC:ADC#48:STA HIMEM+55:LDA temp2%
 2750 AND#240:ROR A:ROR A:ROR A:ROR A
 2760 CLC:ADC#48:STA HIMEM+54
 2770 LDA S%+1:STA temp2%:AND#15 :CLC
 2780 ADC#48:STA HIMEM+53:LDA temp2%
 2790 AND#240:ROR A:ROR A:ROR A:ROR A
 2800 CLC:ADC#48:STA HIMEM+52
 2810 LDA S%+2:STA temp2%:AND#15 :CLC
 2820 ADC#48:STA HIMEM+51:LDA temp2%
 2830 AND#240:ROR A:ROR A:ROR A:ROR A
 2840 CLC:ADC#48:STA HIMEM+50
 2850 LDA S%+3:AND#15:CLC:ADC#48:STA HIM
EM+49:RTS
 2855.timer% INC temp4%:LDA temp4%:CMP#2
:BNE stop%:LDA#0:STA temp4%
 2860 JSR animate%:SED:SEC:LDA TI%:SBC#1
:STA TI%
 2870 LDA TI%+1:SBC#0:STA TI%+1:CLD
 2880 LDA TI%:STA temp2%:AND#15:CLC:ADC#
48:STA HIMEM+954
 2890 LDA temp2%:AND#240:ROR A:ROR A:ROR
 A:ROR A:ADC#48:STA HIMEM+953
 2900 LDA TI%+1:AND#15:CLC:ADC#48:STA HI
MEM+952:.stop% RTS
 2910.store% LDA&77:STA op%:LDA &78:STA
op%+1:RTS
 2920.mv% LDA op%:CMP&77:BNE nmatch%:LDA
 op%+1:CMP&78:BNE nmatch%:LDA#0:RTS
 2930.nmatch% LDA#1:RTS
 2940.delay% LDY#0:.ly% LDX#0:.lx% INX
 2950 CPX#&FF:BNE lx%:INY:CPY SP%:BNE ly
%:RTS
 2960 .start% JSR timer%:JSR showscore%:
LDA#3:LDY#0:STA(&77),Y
 2970 .game%
 2980 .mainloop% JSR check%:CMP#1:BEQ ou
t%
 2990 CMP#2:BNE ntdead%:JSR diamond%:LDA
#3:LDY#0:STA(&77),Y:LDA&7E:CMP#0:BEQ out
%
 3000.ntdead% JSR store%:JSR rocky%:CMP#
ASC("Q"):BEQ out%:LDA#15:LDX#1:JSR OSBYT
E%:JSR screen%
 3005 JSR delay%:LDA&7E:CMP#0:BEQ out%
 3010 LDA TI%:CMP#0:BNE stilltime%:LDA T
I%+1:CMP#0:BEQ out%
 3020.stilltime% JSR timer%
 3030 JSR mrock%:JSR screen%:JSR delay%:
JMP game%
 3040.out% RTS
 3050.check% LDY#0:LDA(&77),Y:RTS
 3060.ping% LDA#1:STA SOU%:LDA#0:STA SOU
%+1
 3070 LDA#1:STA SOU%+2:LDA#0:STA SOU%+3:
LDA#190MOD256:STA SOU%+4:LDA#190DIV256:S
TA SOU%+5:LDA#1:STA SOU%+6:LDA#0:STA SOU
%+7:LDA#7:LDX#SOU%MOD256:LDY#SOU%DIV256:
JSR &FFF1:RTS
 3080.bob% LDA#0:STA SOU%:STA SOU%+1:LDA
#&F1::STA SOU%+2:LDA#&FF:STA SOU%+3:LDA#
2:STA SOU%+4:LDA#0:STA SOU%+5:LDA#1:STA
SOU%+6:LDA#0:STA SOU%+7:LDA#7:LDX#SOU%MO
D256:LDY#SOU%DIV256:JSR &FFF1:RTS
 3100 .bonus% SED:CLC:LDA#0:ADC S%:STA S
%:LDA TI%:ADC S%+1:STA S%+1:LDA TI%+1:AD
C S%+2:STA S%+2:LDA#0:ADC S%+3:STA S%+3
 3110 LDA#0:ADC S%+4:STA S%+4:CLD:RTS
 3800 RTS:]NEXT
 3810 ENDPROC
 4000 DEFPROCtitles
 4010 PRINTTAB(9,7);CHR$(141);"R O C K -
 R A C E ";TAB(9,8);CHR$(141);"R O C K -
 R A C E ";
 4020 PRINTTAB(0,24);CHR$(148);CHR$(157)
;CHR$(135);TAB(8,24);"P l e a s e  W a i
 t ";TAB(38,24);CHR$(156);
 4030 ENDPROC
 5000 DEFPROCinstruct
 5005 CLS:PRINTTAB(9,1);CHR$(141);"R O C
 K - R A C E ";TAB(9,2);CHR$(141);"R O C
 K - R A C E ";
 5010 PRINTTAB(3,4);CHR$(131);"Guide Roc
ky round the caves and ";
 5015 PRINTTAB(3,6);CHR$(131);"make mill
ions by collecting the "
 5020 PRINTTAB(3,8);CHR$(131);"flashing
diamonds ."
 5025 PRINTTAB(4,10);CHR$(130);"But do n
ot disturb the rocks or you "
 5030 PRINTTAB(3,12);CHR$(130);"could ha
ve a";CHR$(134);"ROCKRACE";CHR$(130);" o
n your"
 5035 PRINTTAB(3,14);CHR$(130);"hands."
 5040 PRINTTAB(3,16);"Use :";TAB(12,16);
" Z for LEFT"
 5045 PRINTTAB(12,18);" X for RIGHT"
 5050 PRINTTAB(12,20);" / for DOWN"
 5055 PRINTTAB(12,22);" : for UP"
 5060 PRINTTAB(0,24);CHR$(148);CHR$(157)
;CHR$(135);TAB(9,24);"P R E S S  S P A C
 E";TAB(38,24);CHR$(156);:*FX15,1
 5070 REPEAT UNTIL GET=32:VDU7
 5080 ENDPROC
 6000Z%=ERL:*FX12,0
 6010STOP
 8000 DEFPROCspritedata
 8010 FORI%=0TO11:IL%?I%=0:IH%?I%=0:NEXT
 8020 FORI%=0TO35:READ A%:DAT%?I%=A%:NEX
T
 8030 DATA185,185,185,230,230,230
 8040 DATA232,252,180,170,175,165
 8050 DATA224,252,176,162,175,161
 8060 DATA173,255,236,250,163,173
 8070 DATA160,160,160,160,160,160
 8080 DATA255,255,255,255,255,255
 8090 FORI%=0TO5:R%?I%=2:C%?I%=3:OF%?I%=
6*I%:NEXT
 8100 ?&7A=D1%MOD256:?&7B=D1%DIV256
 8110 ?&80=0:?&81=0
 8120 FORI%=0TO35:READ A%:DAT2%?I%=A%:NE
XT
 8130 DATA185,185,185,230,230,230
 8140 DATA232,252,180,170,175,165
 8150 DATA224,172,176,162,172,161
 8160 DATA188,255,174,174,163,245
 8170 DATA160,160,160,160,160,160
 8180 DATA255,255,255,255,255,255
 8200 ENDPROC
 8500 DEFFNcave1
 8510 FORI%=0TO35:D1%?I%=5:NEXT
 8515 RESTORE8560
 8520 FORI%=1TO16:READ A$
 8530 FOR J%=1TO 36:?(D1%+I%*36+J%-1)=VA
L(MID$(A$,J%,1)):NEXT
 8540 NEXT:FORI%=0TO35:?(D1%+17*36+I%)=5
:NEXT:?&7E=25
 8550=I%
 8560 DATA "5000003001125000011100000100
00000015"
 8570 DATA "5000000000025000002001100500
```

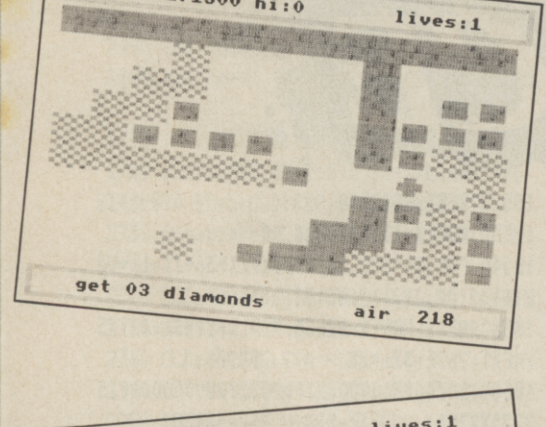
BBC 32K

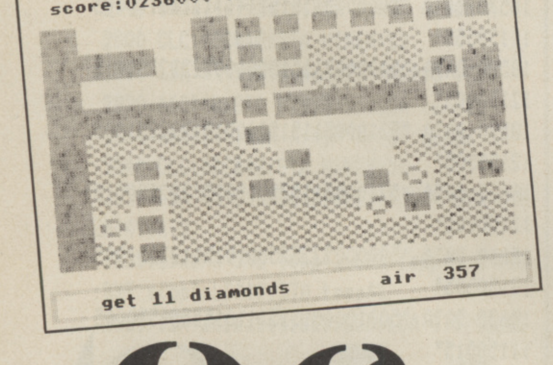
ROCKRACE

```
00011015"
 8580 DATA "501121121100000000000100500
21001115"
 8590 DATA "500000000000500001010100500
12001005"
 8600 DATA "500000000000500200101000500
21001225"
 8610 DATA "500010100000500200101111050 0
00000115"
 8620 DATA "500010100000500000000000500
00000005"
 8630 DATA "555550555555555554445555555
55554445"
 8640 DATA "500010100000521504411111500
20100045"
 8650 DATA "500010100000521504001111502
12100045"
 8660 DATA "500000000000521504400211500
20100045"
 8670 DATA "501010000111511500440021151 1
11100045"
 8680 DATA "511210000000000000144000050 0
00000045"
 8690 DATA "501010000111544001114400050 0
10104445"
 8700 DATA "500000000000500002020400010 0
02000445"
 8710 DATA "500000000000500001110400050 0
10100045"
10000 DEFPROCgame
10010 LI%=5:N%=1:PROCsetup
10020 dummy%=EVAL("FNcave"+STR$(N%))
10030 REPEAT:CLS:PROCscreen:PROCreset
10035 PRINTTAB(34,1);LI%;
10040 RE%=USR(start%):CQ%=RE%
10045*FX15,1
10050 IF RE%MOD&100=1 LI%=LI%-1:SOUND0,-
15,6,24
10051 IF ?TI%=0 AND TI%?1=0 dummy%=EVAL(
"FNcave"+STR$(N%))
10052IF ?TI%=0 AND TI%?1=0 LI%=LI%-1:?TI
%=153:TI%?1=9:PRINTTAB(6,7);CHR$(132);CH
R$(157);CHR$(135);"G A S P !  S P L U T
T E R !";CHR$(156);CHR$(145);TAB(13,8);C
HR$(132);CHR$(157);CHR$(135);"N O  A I R
 !";CHR$(156);CHR$(145);:SOUND0,-15,4,60
10055IF?&7E=0 LI%=LI%+1:N%=(N%+1)*(-(N%<
>5)):N%=N%-(N%=0):BO%=(?TI%AND15)+10*(?T
I%DIV16)+100*(TI%?1 AND15)
10056 IF?&7E=0 dummy%=EVAL("FNcave"+STR$
(N%)):CALL bonus%:?TI%=153:TI%?1=9:PRINT
TAB(12,7);CHR$(135);"B O N U S  > ";100*
BO%;CHR$(145);:SOUND1,2,73,60:SOUND2,2,6
5,60
10057 *FX15,1
10058 RE%=INKEY(300):
10060 UNTIL LI%=0 OR RE%MOD&100=ASC("Q")
10070 SCORE%=(?S% AND 15)+10*((?S% AND 2
40)DIV16)+100*(S%?1 AND 15)+1000*((S%?1
AND 240)DIV16)+10000*(S%?2 AND 15)+10000
0*((S%?2 AND 240)DIV16)+1000000*(S%?3 AN
D 15)
10080 IF SCORE%>HI% HI%=SCORE%:PRINT TAB
(5,7);SPC(5);CHR$(135);CHR$(136);"N E W
 H I - S C O R E";CHR$(137);CHR$(145);TA
B(10,8);STRING$(24," ");:SOUND1,2,81,60:
SOUND2,2,89,60 :*FX15,1
10086 Z%=INKEY(300)
10090 PRINTTAB(10,7);CHR$(135);"p r e s
s  a  k e y   ";CHR$(145);:*FX15,1
10100 RE%=GET:SOUND1,1,190,2
11000 ENDPROC
15000 DEFPROCsetup
15005 ENVELOPE 1,3,1,-1,1,1,1,1,126,-15,
-9,-7,120,120
15006ENVELOPE2,3,8,8,8,2,2,2,60,0,0,-60,
120,0
15010 ?&77=(D1%+42)MOD256
15020 ?&78=(D1%+42)DIV256
15030 ?&7A=D1%MOD256
15040 ?&7B=D1%DIV256
15050 ? XO%=6:? YO%=1
15060 ?&7E=33
15070 FORI%=0TO4:S%?I%=0:NEXT
15080 ?TI%=153:TI%?1=9
15090 ?SP%=4:?temp4%=0:?temp3%=0:?SK%=1
15100 ENDPROC
16000 DEFPROCreset
16010 ?&7A=D1%MOD256:?&7B=D1%DIV256
16020 ?&77=(D1%+42)MOD256:?&78=(D1%+42)D
IV256
16030 ? XO%=6:? YO%=1
16050 ENDPROC
18000 DEFFNcave2
18010 FORI%=0TO35:D1%?I%=5:NEXT
18020 RESTORE18060
18030 FORI%=1TO16:READ A$
18040 FOR J%=1TO 36:?(D1%+I%*36+J%-1)=VA
L(MID$(A$,J%,1)):NEXT
18050 NEXT:FORI%=0TO35:?(D1%+17*36+I%)=5
:NEXT:?&7E=32:=I%
18060 DATA "5221113000000014451221011215
21121215"
18070 DATA "5221111111111115451110011115
21111115"
18080 DATA "5211111111121225452100111115
11122215"
18090 DATA "5000000000000000451001111115
10001005"
18100 DATA "5011111111111110440000000000
00001445"
18110 DATA "5010000000000000544004444445
40101005"
18120 DATA "5010555555555555504010444455
40101005"
18130 DATA "5010005111115212104010044550
00101005"
18140 DATA "5010005522255111104010004500
00101005"
18150 DATA "5000000552551111104010044500
01101125"
18160 DATA "5444010001400000104010444500
11121115"
18170 DATA "5444010000000000104010444501
11121115"
18180 DATA "5444010004000000104010000000
00000005"
18190 DATA "5444020004000001044401000005
55505545"
18200 DATA "5000210004000010444440100012
12100005"
18210 DATA "5000000000000104444444010000
00000005"
18500 DEFFNcave3
18510 FORI%=0TO35:D1%?I%=5:NEXT
18520 RESTORE18560
18530 FORI%=1TO16:READ A$
18540 FOR J%=1TO 36:?(D1%+I%*36+J%-1)=VA
L(MID$(A$,J%,1)):NEXT
18550 NEXT:FORI%=0TO35:?(D1%+17*36+I%)=5
:NEXT:?&7E=32:=I%
18560 DATA "5000003210000222000000000015
22252225"
18570 DATA "5000005115151141111111110005
11150555"
18580 DATA "5000005115150000052222250015
12150005"
18590 DATA "5210005115150000151222251005
12155505"
18600 DATA "5210005115250000151122250015
12150005"
18610 DATA "5000005225250010151122251005
12150555"
18620 DATA "5001000015251110155550550005
11150015"
```

ROCKRACE







```
18630 DATA "5001555025100000100050550015
11155515"
18640 DATA "5001000015154441100050050000
00000515"
18650 DATA "5000100005155551100055051004
44444515"
18660 DATA "5000100005152211100150050010
44444515"
18670 DATA "5001150505151110000150555000
40441525"
18680 DATA "5001100005150000000001115000
04400005"
18690 DATA "5101001100000000000511001000
00400005"
18700 DATA "5100000005100000000550000000
00000005"
18710 DATA "5100001115000000000000000000
00001005"
19000 DEFFNcave4
19010 FORI%=0TO35:D1%?I%=5:NEXT
19020 RESTORE19060
19030 FORI%=1TO16:READ A$
19040 FOR J%=1TO 36:?(D1%+I%*36+J%-1)=VA
L(MID$(A$,J%,1)):NEXT
19050 NEXT:FORI%=0TO35:?(D1%+17*36+I%)=5
:NEXT:?&7E=25:=I%
19060 DATA "5010203001110000210000021002
10015225"
19070 DATA "5010510100110500010000001000
10005215"
19080 DATA "5550510100000505555050555555
55505215"
19090 DATA "5000510111110500001000110001
11005215"
19100 DATA "5055510000210501101010101050
11105115"
19110 DATA "5000511111010501101010101050
00005115"
19120 DATA "5550511000000000001010101050
00005115"
19130 DATA "5000021000051115001000101050
12105115"
19140 DATA "555505555051215001202100050
21205215"
19150 DATA "5000000000051115000000000050
12105115"
19160 DATA "5010000000000000055555555051
00015225"
19170 DATA "5010010012011100011100001050
00000005"
19180 DATA "5210000021001110000001101050
21004445"
19190 DATA "5010000000000111111100101000
01004445"
19200 DATA "5011111001100011111110101011
11000005"
19210 DATA "5000000111100000000000002000
00000005"
19500 DEFFNcave5
19510 FORI%=0TO35:D1%?I%=5:NEXT
19520 RESTORE19560
19530 FORI%=1TO16:READ A$
19540 FOR J%=1TO 36:?(D1%+I%*36+J%-1)=VA
L(MID$(A$,J%,1)):NEXT
19550 NEXT:FORI%=0TO35:?(D1%+17*36+I%)=5
:NEXT:?&7E=69:=I%
19560 DATA "5000003000500000000000150022
22211515"
19570 DATA "5055555550514541011110155122
22215515"
19580 DATA "5002220000000501055550525512
22155225"
19590 DATA "5051115555555501001010522001
21552225"
19600 DATA "5051115111111010000000511255
15522225"
19610 DATA "5051125100000001050505521255
15522225"
19620 DATA "5051125101111110505055512552
22551115"
19630 DATA "5051125100000001050505125522
22255115"
19640 DATA "5051115111111101050501255222
12225515"
19650 DATA "5051115555555101050502551111
11111515"
19660 DATA "5051110000005101050500000000
00000005"
19670 DATA "5000000555505101010504044444
44444405"
19680 DATA "5044444000005121010504004444
44444005"
19690 DATA "5004440505525121010104004444
44444005"
19700 DATA "5000400500115101000004000444
44440005"
19710 DATA "5444400000000001000004000004
44000005"
```

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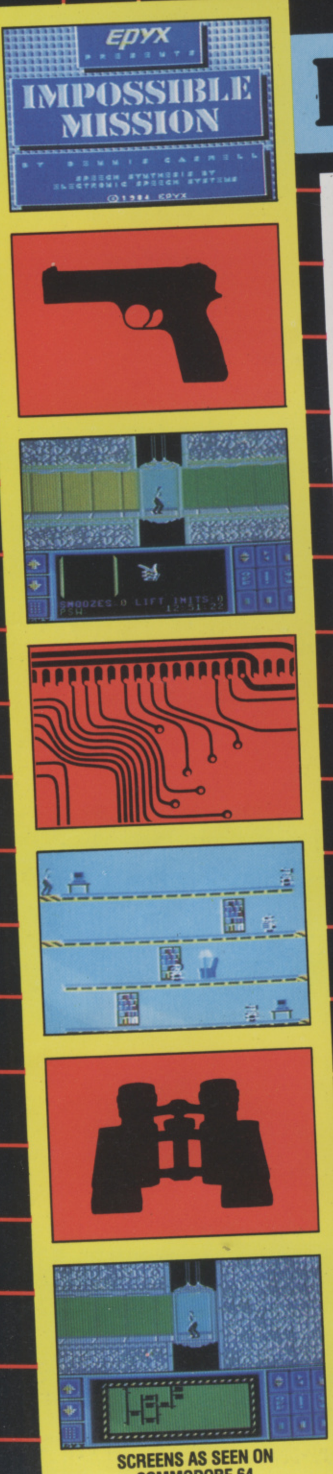
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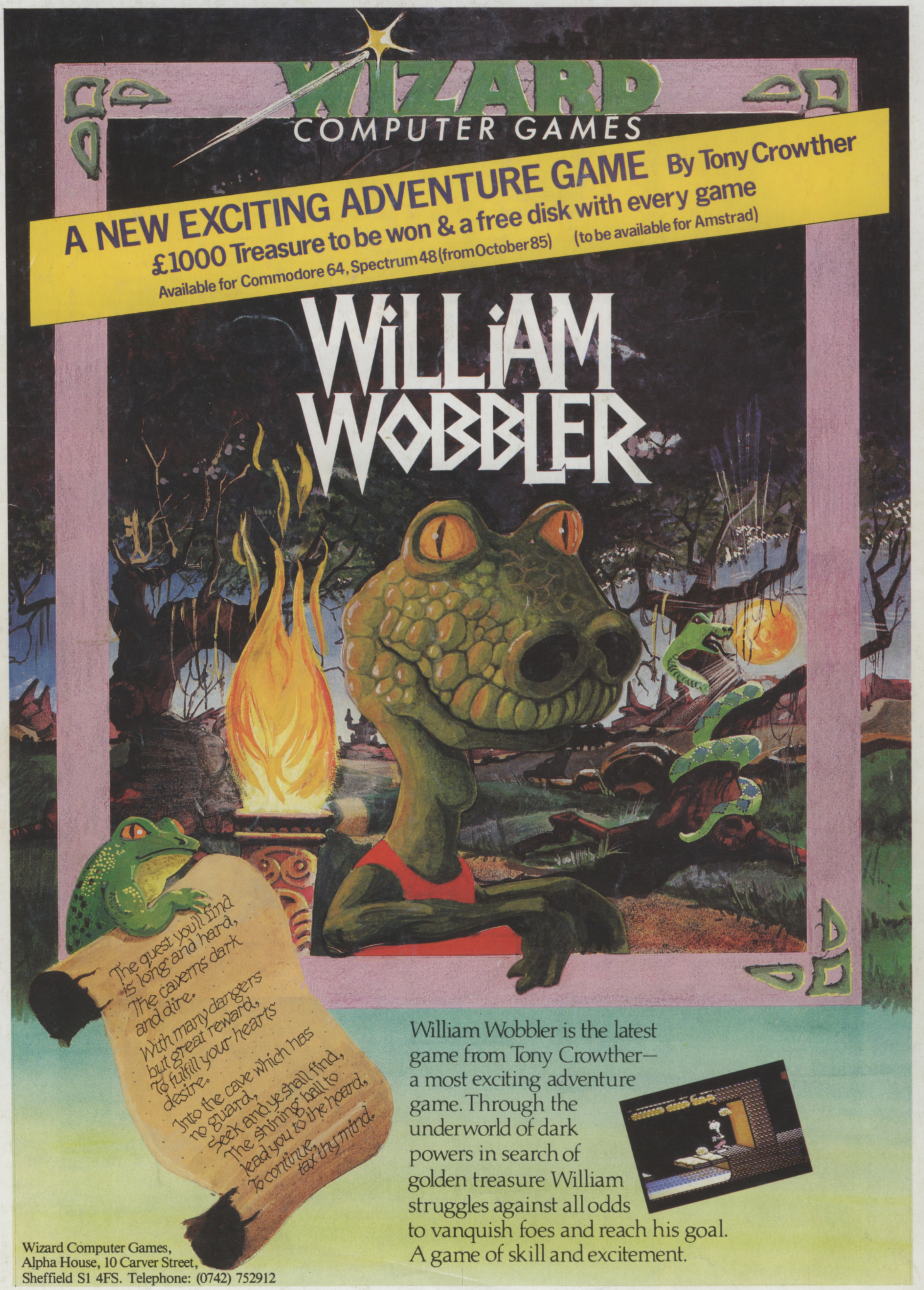
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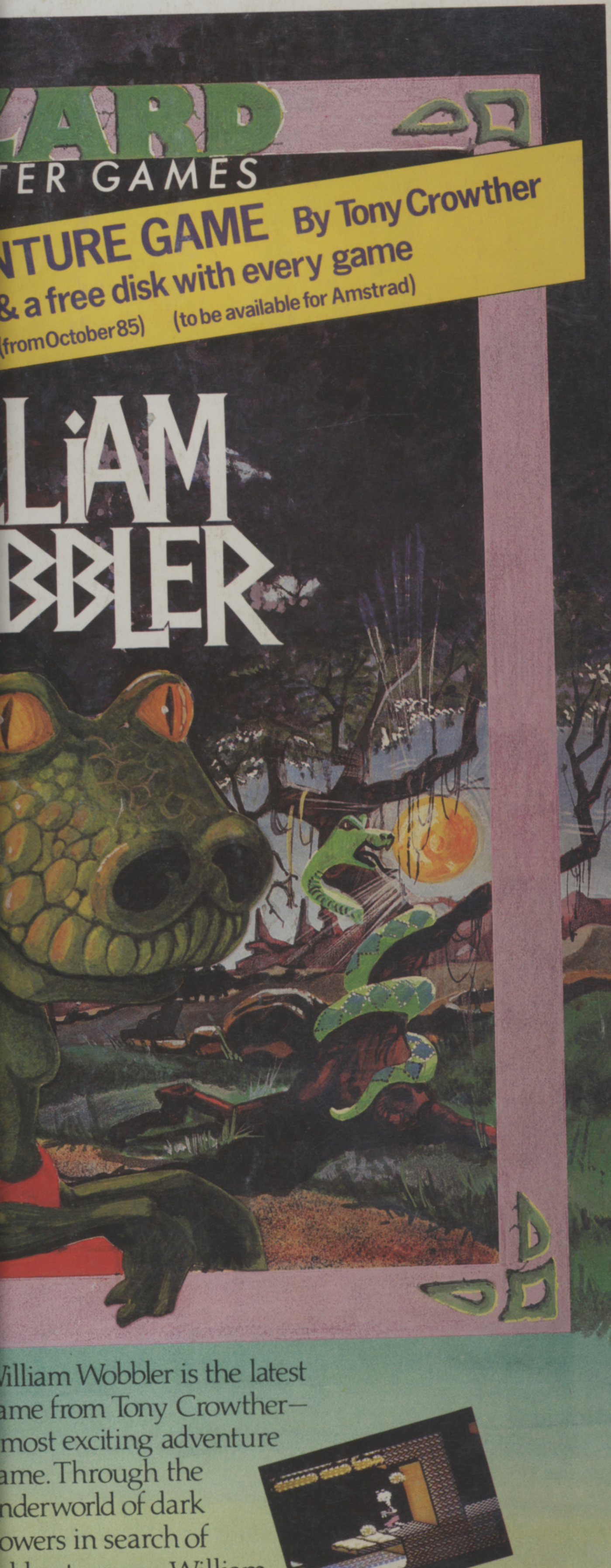

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